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It is finally here. Sinclair's Almanac, the first official release of Sinclair's Library. The whole project was ambitious, but we were committed. It was hard, and the hours were long. We made some mistakes. I made some mistakes. We had some bad luck. But amidst the many crises, people came through. My good friend and partner Brogan "Nonat" Kelley, who put his name, reputation, and community on the line for this project. He provided help, support and wisdom, but more importantly, he never lost faith in the team and stood by us, even when it would have made sense not to. Nathaniel Himawan, our Art Director, who shaped the visual identity of both this book and Sinclair as a whole, as well as sourcing, managing and guiding all our freelance artists. Matthew C. Ninness, who's been at my side since the very beginning, took every responsibility given to him and then some. When damage control kept me busy, he made sure the project kept moving forward. Shawn "Eldritch Dream" Pommier, who started as a freelance writer, quickly rose to full time lead designer through dedication, initiative and creativity. When times got hard, when mistakes were made, when project fatigue kicked in, they never wavered, they stood tall and pushed this book past the finish line. There isn't a single page of this book that would have been possible without these people, and I cannot understate how lucky I have been to be part of a team of this caliber. With my deepest gratitude, –Nathan Senten

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### TO ALL OUR BACKERS

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To all our Kickstarter backers who financed this project, who allowed a team of people to make a living doing what they deeply love. You have been better to us than we have been to you. We struggled with communication, we made you wait and we refused to compromise on quality at the expense of your patience. And yet, an overwhelming majority of you have been nothing but compassionate, understanding and supportive. The Discord community provided feedback and insight but also held us accountable. The Nonat1s community has provided hype and enthusiasm during the livestreams which reminded us why we do what we do and renewed our convictions in times of doubt. For some of you, the trust cannot be repaired, and for this, we can only apologize. For others, this is only the first of hopefully many projects of passion. But no matter which one you are, your feedback made the content better, your support made our hearts lighter, and your excitement for the content made every minute of hardship worth it, and for this we can only be eternally grateful. –The Sinclair's Team

### CONTENT WARNING

This book contains themes of blood magic and game mechanics involving sacrificing your own health to benefit yourself or others. Some may find the language, writing, and illustrations involved with these themes to be disturbing. Reader's discretion is advised.





# CHAPTER 1

## ANCESTRIES



# BOVIAN

The proverb “A meal for a story is a trade you always take” probably describes best the bovia culture. Peaceful people living in large communities, they value the art of craft, the beauty of nature, and the love shared around a fire. But peaceful and harmless are not the same, and one would be wise to know the difference before angering a Bovian.

Bovians are strong in body and heart. Bearing a strong sense of community overall, they tend to be friendly to outsiders as well as each other. Though mostly peaceful, their history is not without darkness; while minotaurs’ predisposition to violence gives a bad reputation to bovians around the world, these assumptions do not reflect reality in the slightest. Bovians tend to make fast friends and love nothing more than a good conversation about the wonders of nature.

If you want to play a character who is a gentle giant, loyal to a fault, and a team player in a party of adventurers, with a combination of strength and towering willpower, you should play a bovia.

## PHYSICAL DESCRIPTION

Bovians are tall and powerful, with thick builds and fur of various natural shades and patterns. They usually sport small horns and hoofed feet. With the exception of the much smaller Anoa, the shortest bovia tends to be around 6 feet, with many growing to about 8 feet. Their clothing tends to favor natural materials and incorporate their famed glasswork, in which they take great pride.

Bovians reach physical maturity around the age of 15, which is often accompanied by a massive celebration. Outsiders rarely observe any obvious difference in the lifestyle of a bovia after this milestone. A typical bovia lives to around 100 years old.

## SOCIETY

The bovia people have a largely peaceful history, never conquering or holding an empire and eschewing dreams of world conquest, albeit with one notable exception (see The Great Conquest, below). Today bovians cling to the same qualities of peace and loyalty, with an added sense of community, and only rarely do they wish harm upon each other.

Living in communal halls with plenty of space and easy access to the exterior, it is not uncommon for them to live the majority of their lives outside, only coming indoors to shelter from the weather. Bovians share a deep love of glassworking, and their artisans are widely considered to be masters at the art of infusing magic into glass. It is not unusual to see their cunning glasswork incorporated into their clothing, tools, and even architecture. Chief amongst such infusions are the remarkable stained glass windows which feature prominently in their buildings, casting light in wondrous new ways.

## THE GREAT CONQUEST

A dark shadow stains the bovians’ otherwise peaceful history. They once lived in a single grand society; a united community occupying one of the largest territories known to peaceful nations. None knows why or even precisely when this nation of bovians existed, only that a terrible blight followed quickly on its hooves. Grass dying, rivers turning sour, even the storms seemingly abandoning them... the bovians’ land was becoming uninhabitable.

The bovia leaders, family chiefs, and clan representatives argued endlessly over the best course of action. Some favored trusting the druids and the clerics to heal the land, while others advocated for asking help from outside societies. A few suspected the blight to be the responsibility of an individual and suggested finding them. Asterion, leader of the Peacekeepers, eventually burst into a rage. Convinced that each of these solutions would leave the bovians to extinction—if the unending negotiations themselves did not do the job first—he took action.

Taking to the pastures, Asterion started an uprising and convinced a few of the clans into a plan of mass migration, taking the new territory by force if necessary. A very short but bloody crusade followed. Asterion waged war against neighboring nations, trying to claim any piece of grassland he could find in the name of the bovia people’s survival. He was eventually defeated, executed, and his warriors exiled, their lineage cursed for eternity. To this day, descendants of the bovians who once lost their way are filled with visions of mazes and labyrinths, leading many among them to fits of rage and violence, unable to find peace. Over time, outsiders have come to fear these individuals, known now as minotaurs.



Asterion's fears proved valid, however, as the bovians who remained behind argued until the blight took half their numbers. In desperation, they launched an exodus from their cursed lands. Some clans took to the mountains, others to the forest. Knowledge was lost, families broken, wonders abandoned, and the once united and prosperous bovia nation became a constellation of tribes scattered across the land.

### BOVIAN GLASSBLOWING

Other folk often balk at the idea of bovia glasswork. To look at the cow-like beings' mighty stature, it is easy for members of other ancestries to conclude that they couldn't possibly master the delicate and intricate work of glassblowing. Looks are deceiving in this case, as bovia glasswork is among the best in the world; from the strongest of building materials, to the most beautiful of sculptures.

Historically speaking, the traditions of bovia glassblowing date back to their earliest tales. The first masters of the craft discovered glassy fulgurites left behind by thunder strikes and considered them gifts from the storm itself. Through patient and diligent efforts, they refined the material, crafting all manner of goods in worship and honor of the powers that gifted it to them.

Since then, the bovians' techniques have grown ever more delicate and wondrous, and although thunderglass is still considered the most powerful form, they have developed numerous other means of crafting glass; even crafting it from scratch, forming it from the sands and dirt most able to create the finest of glass. Despite more modern means of glassblowing at their disposal, it is not unusual for a bovia master to forgo these in favor of using their own massive lungs to perform the work. Such an act is often considered spiritual, with the artisan imbuing their own life into the glasswork.

Today glass saturates every part of bovia life from architecture and homewares to armaments. Much of it is purely functional, but the bovia desire for beauty in all that they do means that their crafts are commonly multicolored and capable of catching light to create the most amazing of patterns. In the same way, the bovians produce storyshards, pieces of shaped and colored glass, to tell tales of significance to their people.

Strangely enough, it was this means of telling tales that drew the attention of the dwarves; who, knowing good work when they saw it, sought to trade with the bovians. Though negotiations were somewhat bumpy to begin with, dwarves and bovians alike found common ground on their shared love of crafting. This led to the trading of secrets and friendships forged, with many a night spent together sharing stories and drinks.

### ON THE PLAINS

Most bovians find their happiest home on the vast plains and fields of the world, savoring the freedom of the open road and nature all around them. This leads many to live nomadic lifestyles; always on the move and wandering, seeking new sights and sensations to absorb. Although this description might conjure images of tents and wagons among other peoples, in bovia lands it's not unusual to see the landscape dotted with more permanent structures. Considered not to belong to an individual but to all bovians, these buildings often take the form of long halls capable of housing entire families. Quite often family units will travel from one of these buildings to the next, teaching the various lessons and stories the architecture has to tell before cleaning the building, leaving gifts for whomever may come after, and moving on.

### IN THE FORESTS

Home to the Anoa—an ethnic group of bovians that frequently possess the sapiutan bovia heritage—the dense forests of sub-tropical regions provide well for these often-diminutive bovians, whose frequently-smaller stature makes them better equipped to navigate the thick vegetation. In contrast to the more roving lifestyle of plains-dwelling bovians, in the forests villages of Anoa frequently stay in an area for an entire season, gathering food and preparing resources, before moving on. This rotational migration pattern keeps them in balance with their forest homes, which they value for their personal survival and preserve for the generations to come; such preservation is considered of the utmost importance to the Anoa culture.



## IN THE MOUNTAINS

Bovians sometimes make their homes on the cold heights of mountains, where their thick fur protects them from the worst of the cold. Many of these bovians have adapted to the colder climates with the shaggy bovia heritage, and their benevolent nature makes these thickly-furred bovians a welcome sight to lost mountain climbers. Within the caverns and tunnels of those mountains, however, travelers are more likely to encounter the infamous Minotaurs. Exiled long ago for following the infamous Asterion, the would-be conqueror that drove their people to civil war, these bovians have taken the cavernous and winding depths of mountain, cavern, and crypt as their homes. In spite of their grim reputation among surface-dwellers and adventurers, they will happily trade with outsiders; their access to the precious ores and minerals found underground puts them in an excellent economic position, a position fortified by their knowledge of how to work those materials to perfection.

## IN THE CITIES

Bovians often find city life uncomfortable, as most buildings in metropolitan areas are built with smaller creatures in mind, and navigating streets and alleyways can be difficult, if not claustrophobic. The bovians' large stature often has them ducking to enter doorways, while furniture not built to accommodate them may be unusable due to their stature. This has led many bovians to feel unwelcome in dense cities, further reinforcing their love of nature—and their distrust of anyone too attached to the trappings of cities. That's not to say all bovians hate cities: many amongst the minotaur lineages love cities, which they consider a happy balance between the winding streets and the sky above, and their natural instincts for traversing tunnels and subterranean caverns translate well to narrow alleyways and densely packed buildings.

## ALIGNMENT AND RELIGION

Despite their imposing stature, bovians tend to be a peaceful people, naturally happy and benevolent. They don't like to be restricted or restrained too much, whether the binds be literal, legal, or metaphoric. As such, many tend to be neutral good or chaotic good.

Religiously, bovians favor deities that venerate nature and the values of freedom and community. As such, gods of nature tend to feature prominently. Their love of artistry frequently inspires reverence for gods of beauty and crafting.

## BOVIAN TRAITS

As a bovia, you have the following racial traits.

**Ability Score Increase.** You increase one ability score by 2 and another by 1. Wisdom is the most commonly chosen for bovians described here, but this might vary in other settings.

**Creature Type.** You are a Humanoid with the bovia tag.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Sharp Horns and Hooves.** With your horns and hooves you always have weapons. You roll a d6 for an unarmed strike with your horns or hoof instead of the usual damage. An unarmed strike with your horns deals piercing (not bludgeoning) damage. You can make attacks with your horns and hooves as if they were weapons with the light trait (such as for two-weapon fighting).

**Cultural Teachings.** You picked up some useful knowledge from the culture you grew up in. Choose one of the following:

- **Skill Proficiency.** You gain proficiency in one skill. The bovians described here traditionally teach Athletics, History, Nature, or Survival. Minotaurs often choose Intimidation.
- **Item Proficiencies.** You have been trained in weapons or tools from a young age. If you were raised by traditional bovians, you can choose to gain proficiency with the blowgun, horn slicer, pusher pike, light hammer, and maul. Otherwise, you can choose any two simple weapons or tools and any two martial weapons; you are proficient with those items.
- **Bovian Glassblowing.** You were taught supernatural glassblowing techniques utilizing your magically gifted bovia lungs. You gain proficiency with glassblower's tools and can create glass versions of any metal or wood item weighing up to 3 pounds that functions just as well. Starting at 5th level, you can cast the spell augury with this trait. You must use a piece of glass as the material component. Once you cast augury using this trait, you can't do so again until you finish a long rest.

**Beast of Burden.** Treat your size category as one larger for the purposes of your carrying capacity.



**Incredible Bellow.** You add your proficiency bonus on Charisma (Intimidation) checks as long as you vocalize loudly as part of making the attempt, even if you aren't proficient; if you are proficient in Intimidation, you have expertise on those checks, allowing you to add twice your proficiency bonus instead of your proficiency bonus. If you spend your action to bellow, your words can be heard clearly up to 500 feet away and the sound is audible up to 5 miles away (if not obstructed).

**Languages.** You can speak, read, and write Common and one other language spoken in your game's setting, usually Bovian.

**Heritage.** You gain one other trait of your choice from the following list to reflect your distinct bovia heritage.

- **Anoa.** You have long, straight horns and a small stature from your forest-dwelling ancestors. Your size is Small instead of Medium, although you can wield heavy weapons as if you were Medium. In addition, your walking speed increases to 35 feet.
- **Highlands.** Your ancestors hail from the highlands of the world where the air is thin and the temperature is cold. Your fur tends to grow thick and shaggy, the better to shelter you from the weather. This grants you resistance to cold damage. In addition, you never slip on ice and areas that are difficult terrain due to ice don't cost you extra movement.
- **Meadow.** You are descended from meadow bovians with soft fur and clear voices. You are proficient in a skill of your choice (traditionally Persuasion). As an action, you can use this trait to calm frightened creatures within 15 feet of you. Attempt a Charisma (Persuasion) check and compare the result to the DC of each creature. The DC is 10 + the creature's Wisdom saving throw modifier. If you succeed at the DC for a creature, the frightened condition ends on them. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Minotaur.** You carry on the legacy of Asterion the Conqueror, who once tried to rally the bovians into conquering new lands. The civil war that followed saw Asterion and his lineage cursed and exiled to the underground, weaving caverns of the world.

You gain darkvision, allowing you to see in dim light within 60 feet as if it were bright light and darkness as if it were dim light. Additionally, you have advantage on Wisdom (Survival) checks to navigate.

- **Stormborn.** You were born in a mighty storm—a sign of the gods' blessing—and your steps echo with thunderous power. Your hoof unarmed strikes deal additional thunder damage equal to half your proficiency bonus. Starting at 5th level, your hoof unarmed strikes count as magical for the purpose of damage resistance and damage immunity, and if you roll a critical hit with a hoof unarmed strike, you knock the target prone.





# GNOSITE

Roaming the world in search of new experiences and knowledge, Gnosites make for great traveling companions. Their many lifetimes of experience provide excellent stories, and Gnosites are always happy to share. Despite their cultural tendency toward pacifism—Gnosites prefer to resolve conflicts through understanding and compromise—their nigh-impenetrable skin and strong connection to elemental earth makes them dangerous adversaries and powerful allies.

Gnosites are earthen beings living through a cycle of reincarnation, roaming the world one lifetime after another. They wander for millennia, discovering new societies and cultures through each incarnation. Gnosites despise traveling alone, and so often seek to join adventuring groups or merchant caravans, whom they delight with endless fireside stories. Their natural empathy, bolstered by the wisdom of many lifetimes, and their stoicism in the face of physical danger combine to make them valuable and beloved companions of any group living on the road.

If you want to play a character who inspires respect and is dedicated to protecting the lives of others, you should play a Gnosite.

## PHYSICAL DESCRIPTION

Despite being living rocks, not all Gnosites are hulking, moving mountains. At the moment of reincarnation, a Gnosite's essence melds with clay and stone to form a new body of a shape and morphology best suited for its mineral composition, allowing their structure and appearance to vary widely. They most frequently adopt the form of average size humanoids to facilitate social integration. Being mostly made of non-organic material, Gnosites' bodies do not age in the conventional sense of the term, giving little indication of the time that has passed since their last incarnation; however, someone with an eye for stonework would be able to estimate the age of a Gnosite's body as they would any other structure.

## ORIGINS

While many assume Gnosites originated from the Plane of Earth as kindred of earth elementals, evidence suggests otherwise. Testimonies of Gnosites who traveled to this elemental plane talk of feelings of discomfort and unease, as if their connection to the material plane was pulling them back—calling them home. Additionally, archaeological evidence shows the presence of Gnosites among the oldest empires known

to the Material Realm, scholars and Gnosites alike have mostly accepted their native status. Any search for further details, however, leads the seeker into an ancient debate. Of the generally accepted theories, two stand out the most. The first, born from simple deduction, pins Gnosites as divine creations (like most of the ancestries roaming the Material Realm), possibly by a dead or lost deity. However, what this theory offers in simplicity, it lacks in evidence. The second theory, highly contested by scholars but widely accepted among druids, claims the Gnosites to be a living manifestation of primal forces—siblings, perhaps, to the creatures known as leshies—or even an extension and necessary part of the Material Realm's own magical ecosystem.





## LIFECYCLE

Gnosites exist in a state of endless reincarnation. When their physical body is destroyed, their essence returns to the earth, there to search for a new location and mineral composition from which to progenerate. How the essence of a Gnosite chooses where, when, or what kind of body to rebuild is still a mystery, as the time between their incarnations is the only span of which they possess no memory. The only apparent pattern seems to be a distance, either in time or space, between each incarnation; meaning that each new life starts within a vastly different culture. Even so, stories proliferate of Gnosites taking a new body mere days and miles from their previous death, especially when they leave unfinished business. This suggests Gnosites may have some kind of agency in their reincarnation, as though the need for completion or sense of responsibility can overtake their curiosity for new experiences and prompt a faster, closer rebirth. Rare legends tell the story of a Gnosite going so far as to reincarnate multiple times on the same battlefield, each time within seconds of its destruction, like an immortal warrior of the earth itself. Although these legends have never been confirmed, no Gnosite questioned about this notion has ever expressed a reason to doubt them, thinking the phenomenon possible (if unusual) given the mysterious nature of their rebirth.

Eventually, a Gnosite will decide its essence has experienced as much as there is to offer and will elect not to form a new body once destroyed, returning to the earth and, for all intents and purposes, passing on. As no undead Gnosite have ever been sighted, nor the essence of a Gnosite ever seen in another plane of existence, it is largely accepted that a Gnosite who stops reincarnating, rather than being drawn toward any form of afterlife, simply melds with the spirit of the world or dissipates into the aether.

## OVERFLOWING MEMORIES

Those lucky enough to travel with a Gnosite might develop the impression that they have a vast but muddled memory. Gnosites seem to blend eras and empires together, seeming so mixed up in their own lives that they cannot provide reliable information about any age. This couldn't be further from the truth. Gnosite memories are flawless, by and large; they simply store information in an unusual fashion. Most Gnosites remember stories to perfection, but are terrible with out-of-context information. A Gnosite could read half a book filled with runes and not remember a single one of them, but maintain a flawless image of the single rune that caused a friend's death centuries ago.

The name of the conqueror leading an opposing army would be wholly foreign to them a mere week after the war, but they would remember the faces of every soldier they exchanged blows with, even a millennium later. This peculiar quirk of memory makes Gnosites incredible bards, capable of remembering an infinity of stories and legends, lived or heard; but atypical arcane users or engineers, crafting stories as mnemonic devices around each rune or formula in order to remember it.

## LIMITLESS EMPATHY

Living through endless lifetimes, traveling with people of all cultures and origins, Gnosites' unique lifespan can lead to deep and persistent empathy. Capable of placing themselves in the position of almost anyone, and of looking at situations from many different perspectives, they make excellent devil's advocates—unfortunately, sometimes all too literally. Seeing value in almost any perspective, peacemaking Gnosites sometimes clash with more violently righteous allies as their understanding of their foes' perspectives increases, eventually seeking to make peace between the two sides and find equitable solutions. In some cases this ends in redemption and peace, as contentious issues are resolved without further bloodshed. In rare instances, however—particularly where cunning and wily evildoers can hide the grim results of their deeds from the Gnosite—these peacemakers may be deceived into taking the wrong side, keeping the peace and preaching tranquility as cover for their allies' cruel oppression.

## SOCIETY

Gnosites being few and widely scattered, most never encounter another one of their kind, even over their many lifetimes. This solitude manifests itself in varied ways among individual Gnosites. Some desperately crave connection with other peoples, trying to fill the void left by the lack of kindred, while others develop a certain detachment towards the world, as if they are but an observer sent to collect and share knowledge. Some even take great pride in this purpose. Though rare, history tells of a few Gnosites tragically twisted by solitude, unable to relate to living or dead alike. These traumatized Gnosites often become agents of chaos and destruction, their empathy having devoured itself in the silence.



While it is impossible to tell how many lives a Gnosite has lived, their self-perception, particularly as it relates to their own nature and mysterious origins, often reveals their age in the roughest sense. Younger Gnosites tend to express their curiosity the way ancestries of shorter life span do; they rove out with excitement and eagerness, neglecting to ponder upon their own existence or purpose in favor of the here and now. Older Gnosites, however, often possess a temperament familiar to elves and dwarves; they ponder existential questions or strike a curious balance between conviction and uncertainty, one characteristic of centuries-long lives.

Being near-timeless and with no cultural or biological imperative, it is somewhat unusual for a Gnosite to engage in conventional romantic relationships. It is, however, quite frequent for them to find a bonded companion without equal, resulting in a deep and fulfilling platonic friendship.

### ALIGNMENT AND RELIGION

Gnosites aren't known to favor any specific deity, and when they do, they often worship in curious or atypical ways; many are older than the religions of the present era, after all. However, the appropriate context and circumstances can lead a Gnosite to worship a particular deity or pantheon, or practice a specific philosophy, over the course of a single lifetime. Their unusual empathy typically guides Gnosites to neutral alignments, but otherwise they can be found anywhere on the ethical and moral spectrum.

### GNOSITE ADVENTURERS

Gnosites are born adventurers, always looking to discover something, whether new or old, and often caring very little for treasures compared to their companions. Nobody knows better than a Gnosite that you can't take it with you.

Gnosites' connection with the earth makes them excel as druids and rangers, while their storied memories often guide gnosites to become bards or to develop sorcerous abilities. Some decide to commit a lifetime to an otherworldly cause, becoming paladins or clerics.

## GNOSITE TRAITS

As a gnosite, you have the following racial traits.

**Ability Score Increase.** You increase one ability score by 2 and another by 1. Constitution and Wisdom are the most commonly chosen for gnosites described here, but this might vary in other settings.

**Creature Type.** You are a Humanoid with the gnosite tag.

**Size.** You are Medium.

**Speed.** Your walking speed is 25 feet.

**Irretrievable Soul.** Your soul travels to seek reincarnation immediately after death. You can't be raised from the dead by mortal means, nor can you become undead.

**Rocky Body.** When you are not wearing armor, you can calculate your base Armor Class as 16 + your Dexterity modifier (maximum +2). You can't wear light armor, but shields and other bonuses still apply.

**Reincarnated Recollection.** You retain some knowledge from your previous incarnations. Choose one of the following:

- **Lore Breadth.** You gain proficiency in the History skill as well as one skill of your choice from Arcana, Nature, or Religion.
- **Rote Motions.** You gain proficiency in any one skill that doesn't use Intelligence. You automatically succeed at ability checks using one skill with a DC up to 10 + your proficiency bonus; choose the skill when you choose this race.
- **Paleoglot.** You know three additional languages and you have advantage on ability checks to understand writing.

**Stone Fist.** You can roll a d6 in place of the normal damage of your unarmed strike.

**Weathered.** You never gain levels of exhaustion from exposure to heat or cold.

**Languages.** You can speak, read, and write Common and one other language.



**Moment of Rebirth.** You gain one other trait of your choice from the following list determined by the unique physical and magical circumstances in which you reincarnated.

- **Ancient.** Your essence is ancient. You've decided this life is going to be your last one before returning to the earth, perhaps due to a sense of fulfillment, weariness, or a desire to live with the fervor of a being with everything to lose. If damage would drop you to 0 hit points, you can use your reaction to drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a long rest.
- **Caldera.** Your latest reincarnation arose from volcanic rock or nearby to flowing magma, giving you the look of a cooled lava flow. As a bonus action, you can focus on intense heat that forms the core of your body. Your exterior cracks to make way for molten stone within, adding additional fire damage on your unarmed strikes equal to your proficiency bonus until the end of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Earthbound.** Your many reincarnations have reinforced your connection to the earth. You the poison spray cantrip. Choose your spellcasting ability from Intelligence, Wisdom, or Charisma when you choose this race.

Starting at 5th level, you can also cast spike growth using this trait. When you do, you can't do so again until you finish a long rest.

- **Granite.** Your current body is made from solidified magma formed beneath the earth. You have resistance to slashing damage from nonmagical attacks.
- **Schist.** Glistening with micro-crystals along densely layered bodies that gleam in a way a portrait simply cannot capture, schist gnosites are spectacular marvels in person. When you attempt a Charisma (Performance or Persuasion) check to influence a creature within 30 feet who can see you, you have advantage on the check if you haven't attempted any previous Charisma check against that creature in the past 24 hours.





## VARIANT BACKGROUND

### FEATURES

A character with any background can take any of the following variant background feature in place of the one granted by their background, so long as something appropriate happened in their past.

#### VARIANT FEATURE: PET FAMILIAR

A friendly spirit has bonded with you and follows you on your adventures in the form of a specific pet animal. In some ways it resembles a familiar, although it is not connected to you by a spell and having one doesn't prevent you from gaining a traditional familiar. The spirit takes the form an animal of your choice from the following list: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Its type is Celestial, Fey, or Fiend (your choice) instead of Beast.

Your pet acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. Your pet can't attack and can only Help with ability checks it has proficiency in (not attacks or other ability checks), but it can take other actions as normal. When the pet drops to 0 hit points, it disappears, leaving behind no physical form. You can call it back in a new physical form when you finish a long rest.

While your pet is within 100 feet of you, you can communicate with it telepathically.

As an action, you can dismiss your pet. When you finish a long rest while it is dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you in a new form. Class features and other methods of improving the capabilities of familiars don't apply to your pet familiar.

#### VARIANT FEATURE: DOVE SOLDIER

Whether from training to take foes alive for your work, or from pacifist ideal, you've mastered the art of defeating foes without killing. Whenever you reduce any creature to 0 hit points using any attack, item, spell, or special ability, you can choose to knock it out instead of killing it.

If you were trained by an organization that offers training in less-lethal violence or otherwise strives to avoid killing when they must use violence, you can visit members of that group to learn about dangerous individuals that need to be apprehended.







# CHAPTER 2

## CLASS OPTIONS



# THANATOR

Thanathors are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of necromantic nature, its true source is still unknown. The most accepted theory pins thanators as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower, or a love of challenge, thanators have a reputation as infamous adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

## DURING COMBAT...

You hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You have to make yourself the center of attention and risk your life to unlock your full potential.

## DURING SOCIAL INTERACTIONS...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends. Your obvious prowess and dangerous but hard-to-quantify aura makes it easy for you to make creatures listen to what you say.

## WHILE EXPLORING...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

## IN DOWNTIME...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

## YOU MIGHT...

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

## OTHERS PROBABLY...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination.

## CLASS FEATURES

As a thanator, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d12 + your Constitution modifier

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per thanator level after 1st

### THE THANATOR

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Adrenaline Flow, Diehard (1 use), Fighting Style
2nd	+2	Adrenaline Surge, Thanator Manifestation
3rd	+2	Blood for Blood, Intimidating
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Morbid Stoicism
6th	+3	Manifestation Feature
7th	+3	Juggernaut
8th	+3	Ability Score Improvement
9th	+4	Diehard (2 uses)
10th	+4	Fearsome Presence
11th	+4	Manifestation Feature
12th	+4	Ability Score Improvement
13th	+5	Unwavering Determination
14th	+5	Reactive (different reactions only)
15th	+5	Manifestation Feature
16th	+5	Ability Score Improvement
17th	+6	Death Stare
18th	+6	Diehard (3 uses), Living on the Edge
19th	+6	Ability Score Improvement
20th	+6	Reactive (any reaction)



## PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Acrobatics, Athletics, Intimidation, Medicine, Perception, and Survival

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two martial weapons
- A longbow and 20 arrows
- Leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

## ADRENALINE FLOW

You distill adrenaline into necromantic energy using a trance-like state known as Adrenaline Flow. As long as your current hit points (including temporary hit points) are lower than your hit point maximum, you are in Adrenaline Flow and you can use your Diehard feature as well as any other features or abilities that depend on it.

Normally, you gain and use Adrenaline Flow only in combat encounters; when an encounter ends, you leave Adrenaline Flow. At the beginning of an encounter, if your current hit points are lower than your maximum hit points, you enter Adrenaline Flow as soon as you lose hit points.

## DIEHARD

You are exceptionally hard to kill. If you would be reduced to 0 hit points but not killed outright while in Adrenaline Flow, you can choose to be reduced to 1 hit point instead. Until the end of your next turn, you have immunity to all damage and can't regain hit points or gain temporary hit points. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 9th level and three times between long rests starting at 18th level.

## FIGHTING STYLE

Choose a Fighting Style from among those below as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again. Whenever you gain an Ability Score Improvement, you can change your choice of fighting style from this class.

## MULTICLASSING AND THE THANATOR

If your game uses the optional rule to allow multiclassing, a multiclass thanator has the following rules.

**Prerequisites:** Constitution 13.

**Proficiencies Gained:** When you take your first thanator level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

**Emblem Magic:** If you also have the Emblem Magic feature from the shaman class and your thanator manifestation is the Manifestation of Magic, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known and spell slots, and you use those slots to cast shaman spells you know from either class.

**Martial Arts:** If you chose the Pugilist fighting style and also have the Martial Arts feature from the monk class, you inflict unarmed damage based on the progression for the class you have more levels in; add your levels in both classes to determine your unarmed strike damage (for example, if you are a monk 2 / thanator 9, you inflict 1d8 with an unarmed strike as though you were an 11th level thanator).

**Pact Magic:** If you have the Manifestation of Magic and also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Manifestation Magic feature to cast warlock spells you know.

**Spellcasting:** If you have the Manifestation of Magic and also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Manifestation Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

**Vitamancy Cost:** If you have the Manifestation of Magic and also have levels in the shaman class, add your thanator levels to your shaman levels to determine your vitamancy cost.



## BODYGUARD

You can use your reaction to interpose yourself when an ally within 5 feet takes damage from an attack or from an effect that allows a Dexterity saving throw. You must be able to see the incoming attack or effect. You can use this reaction even if you are surprised. You take the damage instead of your ally. Any additional effects also apply to you and not your ally. You have advantage on your next attack roll to hit that attacker before the end of your next turn.

## BRUTALITY

You get a +1 bonus on attack rolls to hit any creature if its speed is reduced. Whenever you hit a creature with a weapon attack and deal damage, its speed is reduced by 5 feet until the start of your next turn. This reduction is cumulative if you hit it multiple times in the same round.

## DOMINATION

Whenever you replace an attack with a Strength (Athletics) contest to grapple or shove and win the contest, you can attack the target with an unarmed strike or a weapon wielded in one hand as a bonus action.

## GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage dice for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## PUGILISM

You can use unarmed strikes with deadly efficacy. You can use your unarmed strikes like weapons with the finesse and light traits. You can roll a d4 in place of the normal damage for your unarmed strike.

Starting at 5th level, your unarmed strikes are magical for the purpose of damage resistances and immunities as long as you are in Adrenaline Flow. Your unarmed strike damage also increases as you gain levels, increasing to d6 at 5th level, d8 at 11th level, and d10 at 17th level.

## PRIMAL POWER

You learn two cantrips from the shaman spell list. Your spellcasting ability for these cantrips is Constitution. Whenever you gain a Manifestation Feature or Ability Score Improvement, you can replace one of these cantrips with another shaman cantrip.

## TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.





## ADRENALINE SURGE

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Starting at 2nd level, the more injured you are, the more dangerous you become. If your hit points are lower than half your hit point maximum, your Adrenaline Surge is active, and you gain the additional benefits listed in your Thanator Manifestation.

## THANATOR MANIFESTATION

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Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, although it may be a hidden or subtle aspect of their persona. At 2nd level, choose a thanator manifestation, which grants you a feature at 2nd level as well as at 6th level, 11th level, and 15th level.

## BLOOD FOR BLOOD

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Starting at 3rd level, when you are hit by an attack from a foe within your reach, you can suppress your instinct to dodge in order to create an opening to strike back. You can use your reaction to attack the creature that hit you, but if you do, the foe's attack becomes a critical hit. Even if the foe's attack knocks you unconscious or kills you, you can still attack it this way first.

## INTIMIDATING

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At 3rd level, you learn to use your skill at Intimidation to manipulate your foes. Choose one of the following options.

**Desperate Gambit.** As an action, you intentionally provoke an opportunity attack from an opponent that can reach you. You can attempt a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Intelligence saving throw (target's choice). If you win, the target must use its opportunity attack to attack you; if you lose, the target can choose to attack you or not. If the target attempts the opportunity attack, your attack rolls to hit it are made with advantage until the end of your next turn. If the target hits you with the opportunity attack, all attack rolls to hit that opponent by other creatures are also made with advantage until the end of your next turn, and you can attack that foe once with a weapon or unarmed strike as a bonus action this turn.

**Frighten.** As an action, you can scare all opponents within 30 feet that can see or hear you. Make a single Charisma (Intimidation) check; each creature must contest your check with its own Charisma (Intimidation) check or Charisma saving throw (its choice). Each target that loses the contest becomes frightened of you until the end of your next turn.

**Provoke.** As an action, you can challenge a creature within 60 feet who can see you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Wisdom saving throw (target's choice). If you succeed, the target becomes fixated on you until the end of its next turn. While fixated, it must move toward you and take a hostile action on its turn, using its free interaction with an object if necessary to facilitate targeting you (such as opening a door or drawing a ranged weapon). Then, if it can target you with the Attack action or by casting a cantrip, it must do so; otherwise, it takes the Dash action or another appropriate action to better reach you. All other creatures are lightly obscured to the creature while it is fixated on you.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## MORBID STOICISM

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By 5th level, your close calls with death have become so mundane that the forces of death leave you unfazed. You have advantage on saving throws against necromancy spells, any saving throw to avoid your hit point maximum being reduced, and any saving throw to avoid or remove the frightened condition.

## JUGGERNAUT

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Beginning at 7th level, your toughness becomes so extraordinary you can shrug off certain extreme conditions and poisons, such as a naga's bite, a *blight* spell, or a *cone of cold* spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



## FEARSOME PRESENCE

At 10th level, your closeness to death becomes palpable, making your presence terrifying to your foes. As long as you are in Adrenaline Flow, you can use your Intimidating feature as a bonus action. When you use your Diehard feature, you can use your Intimidating option as a reaction. You can't target the same creature more than once each round with your Intimidating feature.

## UNWAVERING DETERMINATION

Beginning at 13th level, when you succeed at a death saving throw, you regain a number of hit points equal to  $2d12 +$  your Constitution modifier. Once you use this feature, you can't use it again until you finish a long rest.

## REACTIVE

At 14th level, you can use a reaction on every turn of a combat, but each time you do, you must choose an option you haven't used since the end of your last turn.

When you reach 20th level in this class, you no longer have a restriction on what reactions you can take each turn.

## DEATH STARE

At 17th level, you can overwhelm foes already intimidated by you. Whenever you start your turn with a foe within range of your Intimidating feature and already under its effects, you can use your action to overwhelm that foe. The target must make a Constitution saving throw unless it is a Construct or Undead. The save DC is  $8 +$  your proficiency bonus  $+ your Constitution modifier$ . On a failed save, the target dies if it has 100 hit points or fewer, or takes  $10d10$  necrotic damage if it has more hit points. On a successful save, it takes  $5d10$  necrotic damage. Whether the saving throw succeeds or fails, that target becomes immune to this feature until you finish a long rest.

## LIVING ON THE EDGE

Beginning at 18th level, you regain all of your expended uses of Diehard when you finish a short or long rest.

## THANATOR MANIFESTATIONS

Below are thanator manifestations you can choose from at 2nd level.

### FRENZY MANIFESTATION

You fully embrace the frenzy of combat and let it electrify you.

#### FRENZIED ATTACKS

Beginning when you choose this manifestation at 2nd level, you move with furious speed while in Adrenaline Flow. You can make a single weapon attack or unarmed strike as a bonus action. It doesn't add your ability modifier to the damage unless it is a light weapon or an unarmed strike.

#### SAPPING STRIKES

Also at 2nd level, you learn to fuel necromantic forces into your weapons, keeping yourself standing by leeching the lifeforce of your opponents. While in Adrenaline Surge, the first time on each of your turns that you deal damage to a creature other than a Construct with a melee weapon attack or unarmed strike, you regain hit points equal to half your level (unless you are using Diehard).

#### ACCELERATED FRENZY

Beginning at 6th level, you can Dash as a bonus action as long as you are in Adrenaline Flow. Your walking speed and any other speed you have increases by 10 feet as long as you are in Adrenaline Surge and you are not wearing heavy armor nor using a shield.

#### CLOSE THE GAP

Also at 6th level, you can use your Blood for Blood feature when you are hit by a foe within a distance equal to your speed. You can and must move up to your speed to reach it before attacking it; this movement does not provoke opportunity attacks.

#### TRIPLE ATTACK

At 11th level, the number of attacks you can make with the Attack action on your turn increases to three as long as you are in Adrenaline Flow.

#### RELENTLESS SAPPING STRIKES

Starting at 15th level, your Sapping Strikes allow you to regain hit points any number of times per turn as long as you are in Adrenaline Surge and not using Diehard.



## MANIFESTATION OF FOCUS

The crystallized adrenaline steadies your hands and sharpens your sight.

### STEADY HAND

Beginning when you choose this manifestation at 2nd level, while you are in Adrenaline Flow, you can spend your bonus action to gain advantage on the next attack roll or Strength check you make before the end of your turn.

### SURGING CRITICAL

Also starting at 2nd level, while you are in Adrenaline Surge, your attacks critically hit on a 19 or 20 on the die.

### SURGING STEADINESS

Beginning at 6th level, your adrenaline steadies your hand automatically as long as you are in Adrenaline Surge, giving you advantage on the first attack roll or Strength check you make on each of your turns.

### STRIKE FROM DEATH'S DOOR

Also starting at 6th level, your weapon always aims true while you are on the verge of death, as if it had an unnatural attraction to vital organs. Once per round when you hit with an attack you attempt while you have exactly 1 hit point, you score a critical hit.

### NECROMANTIC CRITICAL

At 11th level, you learn to infuse weapons with your necromantic power when they reach a foe's vitals. When you score a critical hit with your weapon attack or unarmed strike, it deals an additional 1d10 necrotic damage and the target has disadvantage on its next attack roll before the end of your next turn.

### FLOWING CRITICAL

Starting at 15th level, as long as you are in Adrenaline Flow, your attacks critically hit on a 19 or 20 on the die.

### SUPERIOR NECROMANTIC CRITICAL

Also at 15th level, the extra damage from Necromantic Critical increases to 2d10 and the disadvantage applies to all attacks the target makes until the start of your next turn.

## MANIFESTATION OF MAGIC

Your conversion of adrenaline into necromancy is more precise and deliberate than most thanators.

### EMBLEM MAGIC

When you choose this manifestation at 2nd level, you gain the ability to cast spells using the primal power of nature and your own vitality.

**Spell Slots.** The Manifestation of Magic table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

LEVEL	SPELLS KNOWN	SPELL SLOTS	SLOT LEVEL	FEATURES
2nd	2	2	1st	Emblem Magic, Enduring Concentration
3rd	3	2	1st	—
4th	3	3	1st	—
5th	3	3	1st	—
6th	4	3	2nd	Fast Healing, Rush of Magic (1st level)
7th	4	3	2nd	—
8th	5	3	2nd	—
9th	5	3	2nd	—
10th	5	3	2nd	—
11th	6	3	3rd	Magical Attack, Rush of Magic (2nd level)
12th	6	3	3rd	—
13th	7	3	3rd	—
14th	7	3	3rd	—
15th	8	3	4th	Surge of Magic
16th	8	3	4th	—
17th	9	3	4th	Rush of Magic (3rd level)
18th	9	3	4th	—
19th	10	3	5th	—
20th	10	3	5th	—



For example, when you are 5th level, you have one 3rd-level spell slot. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 2nd-level spell.

**Spells Known of 1st Level and Higher.** You know two 1st-level spells of your choice from the shaman spell list on page xxx, which must be evocation or necromancy.

The Spells Known column of the Manifestation of Magic table shows when you learn more shaman spells of your choice. Each of these spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level. These spells must be necromancy or evocation spells except at 8th, 12th, and 19th levels.

Additionally, when you gain a level in this class, you can choose one of the shaman spells you know and replace it with another spell from the shaman spell list, which also must be of a level for which you have spell slots. You can only replace a necromancy or evocation spell with another necromancy or evocation spell from the shaman list.

**Spellcasting Ability.** Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability.

In addition, you use your Constitution modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

**Spellcasting Focus.** You can use a druidic focus or shaman emblem (including a weapon) as a spellcasting focus.

**Vitamancy Cost.** If you must pay a vitamancy cost as a component to cast a shaman spell, treat your thanator levels as shaman levels and use the vitamancy cost for a shaman of that level.

## ENDURING CONCENTRATION

Your emotional balance is unparalleled. When you take damage in Adrenaline Surge while concentrating on a spell, as well as any time you use either Blood for Blood or Diehard, you don't have to make a Constitution saving throw to maintain your concentration. You apply double your proficiency bonus, rather than your proficiency bonus, when you do have to attempt a Constitution save to maintain your concentration.

## FAST HEALING

Beginning at 6th level, at the start of each of your turns while you are in Adrenaline Surge (but not while using Diehard), you regain hit points equal to half your level.

## RUSH OF MAGIC

Also beginning at 6th level, when you start your turn at exactly 1 hit point, you can cast a 1st level spell you know without expending a spell slot. Once you cast a spell using this feature, you can't do it again until you finish a short or long rest. The maximum level of spell you can cast using this feature increases to 2nd level when you reach 11th level, and to 3rd level spells when you are 17th level.

## MAGICAL ATTACK

Starting at 11th level, whenever you use your action to cast a spell, you can make a single weapon attack or unarmed strike as a bonus action. That attack counts as magical for the purpose of bypassing damage immunities and resistances.

## SURGE OF MAGIC

Starting at 15th level, you can use Rush of Magic as long as you are in Adrenaline Surge, but you don't get to use it more frequently.



## MANIFESTATION OF MIGHT

You crystalize adrenaline into raw strength.

### NECROMANTIC MIGHT

The necromantic energy within you extends to your weapons, making them more dangerous. When you hit with a weapon attack or unarmed strike or succeed at a Strength (Athletics) contest while in Adrenaline Flow or Adrenaline Surge, you can choose to deal your choice of radiant or necrotic to your opponent. If you are in Adrenaline Surge, the damage is equal to your proficiency bonus. If you are in Adrenaline Flow, the damage is half your proficiency bonus.

### DESTABILIZING STRIKE

At 6th level, you learn to knock the wind out of foes with every strike. As long as you are in Adrenaline Surge, when you hit a creature with a weapon attack, you can choose one of the following effects to apply. You can use this feature no more than once each turn.

**Flatten.** You make a Strength (Athletics) contest to shove the target.

**Guard Break.** The next attack or Strength check against the target before the end of your next turn is made with advantage.

### BREAK THROUGH

At 11th level, you learn to charge your body with necromantic power that protects you and smashes through magical resistances. As long as you are in Adrenaline Flow, you have resistance to necrotic damage and can use a bonus action to change the damage type of your weapon attacks and unarmed strikes to necrotic or radiant (your choice) until the start of your next turn.

### UNDYING MIGHT

Also beginning at 11th level, being on the edge of death makes you stronger than ever. While you have exactly 1 hit point, the damage from your Necromantic Might increases to twice your proficiency bonus and you treat any roll of 7 or less on the d20 for a Strength (Athletics) check as an 8.

### NECROMANTIC IMMERSION

At 15th level, as long as you are in Adrenaline Flow, you become immune to necrotic damage and allies within 10 feet of you have resistance to necrotic damage.





# SHAMAN

Where some find power in books, the divine, or even a performance, you draw your power from the primal forces of life through a shamanic emblem. Whether it be the markings on your body, a weapon you hold high in battle, or an item of strong significance to you, your emblem makes you a force to be reckoned with as you wade into combat slinging spells, bringing hope to your allies, and sundering the health of your enemies.

## DURING COMBAT...

You use your vital essence to manipulate the battlefield, either by empowering your allies or crippling your foes. Fighting as a shaman might feel like a race against the clock as your hit points drain away.

## DURING SOCIAL INTERACTIONS...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

## WHILE EXPLORING...

You help out your allies, assisting them in their task and keeping them healthy all along your travels.

## IN DOWNTIME...

You might further meditate and develop your ability to channel your vital essence or search for ritual spells to enhance your emblem more. You might also work to craft magic items for yourself and allies to make them better, or conduct research into magic and traditions.

## YOU MIGHT...

- Assume everything has a cost and be very willing to make sacrifices and compromise.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

## OTHERS PROBABLY...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.
- Are wary of your unusual practice or feel uneasy when you use vitamancy.

## CLASS FEATURES

As a shaman, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 + your Constitution modifier

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per shaman level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Animal Handling, Arcana, Insight, Intimidation, Medicine, Nature, Perception, Religion, and Survival

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greatclub or (b) any melee martial weapon
- (a) a shortbow or (b) any ranged martial weapon
- Leather armor, an explorer's pack, and a druidic focus if you can use it (determined by your choice of emblem, below)



## MULTICLASSING AND THE SHAMAN

If your game uses the optional rule to allow multiclassing, a multiclass shaman has the following rules.

**Prerequisites:** Constitution 13.

**Proficiencies Gained:** When you take your first shaman level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

**Emblem Magic:** If you also have the Manifestation of Magic from the thanator class, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known, spell slots, and Secrets of High Magic. You use those combined slots to cast shaman spells you know from either class.

**Pact Magic:** If you also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Emblem Magic feature to cast warlock spells you know.

**Spellcasting:** If you also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Emblem Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

**Vitamancy Cost:** Add your levels in all classes to your shaman level to determine your vitamancy cost.

## EMBLEM MAGIC

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells.

### CANTRIPS

At 1st level, you know three cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

### SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your shaman spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 3rd-level spell.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the shaman spell list.

The Spells Known column of the Shaman table shows when you learn more shaman spells of your choice. Each of these spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

## REPLACING CANTRIPS AND SPELLS KNOWN

Whenever you gain a level in this class, you can choose a shaman cantrip or a shaman spell of 1st level or higher that you know to replace. You can replace a cantrip with another shaman cantrip. You can replace a spell of 1st level or higher with another spell from the shaman list, which must also be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

## RITUAL CASTING

You can cast a shaman spell you know as a ritual if that spell has the ritual tag.

## SPELLCASTING FOCUS

You can use your chosen shaman emblem (described below) as a spellcasting focus for your shaman spells.

## SHAMAN EMBLEM

As a shaman, you select one Emblem at 1st level from the list at the end of the class description. The type of emblem you wield represents how you use your vitamancy and how it manifests itself. You can use the ability granted by your emblem no more than once a round. Your emblem grants you a feature at 1st level as well as at 6th level, 10th level, and 14th level.



## THE SHAMAN

LEVEL	PROFICIENCY BONUS	CANTRIPS KNOWN	SPELLS	SPELL SLOTS	SLOT LEVEL	VITAMANCY COST	SECRETS KNOWN	FEATURES
1st	+2	3	2	2	1st	2	—	Emblem Magic, Shaman Emblem, Vitamancy
2nd	+2	3	4	3	1st	4	1	Ritual Expert, Shaman Secret
3rd	+2	3	5	3	2nd	6	1	Internal Vitamancy, Vital Casting (1st level, 1/rest)
4th	+2	4	6	3	2nd	8	1	Ability Score Improvement
5th	+3	4	7	3	3rd	11	2	Vital Casting (2nd level)
6th	+3	4	8	3	3rd	13	2	Emblem Feature
7th	+3	4	9	3	4th	15	3	Vital Casting (2/rest)
8th	+3	4	10	3	4th	18	3	Ability Score Improvement
9th	+4	4	11	3	5th	20	3	Vital Casting (3rd level)
10th	+4	5	12	3	5th	22	4	Emblem Feature
11th	+4	5	12	4	5th	25	4	Secret of High Magic (6th level), Vital Casting (4th level)
12th	+4	5	13	4	5th	27	4	Ability Score Improvement
13th	+5	5	14	4	5th	29	5	Secret of High Magic (7th level)
14th	+5	5	15	4	5th	32	5	Emblem Feature
15th	+5	5	15	4	5th	34	5	Secret of High Magic (8th level), Vital Casting (5th level)
16th	+5	5	16	4	5th	36	6	Ability Score Improvement
17th	+6	5	16	5	5th	38	6	Secret of High Magic (9th level)
18th	+6	5	17	5	5th	40	6	Vital
19th	+6	5	18	5	5th	43	6	Ability Score Improvement
20th	+6	5	18	5	5th	45	6	Vital Casting (6th level), Vitamancy Visionary



## VITAMANCY

You are a practitioner of the unconventional art of Vitamancy, allowing you to use vital essence as a resource. To use any vitamancy power, you must spend hit points as listed for your level on the Shaman table. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly). You can't pay a vitamancy cost that would reduce you below 0 hit points, but you can reduce yourself to exactly 0 hit points (in which case you fall unconscious and begin making death saving throws normally).

You start with two Vitamancy powers determined by your emblem. Some emblems grant you additional Vitamancy powers as you advance in levels, as noted in the emblem description.

Some Vitamancy effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC.

## RITUAL EXPERT

At 2nd level, you learn two spells with the ritual tag and add a minor decoration to your emblem, such as a dried plant or feather, to represent each one. The spells need not be from the shaman spell list, but none can be of a higher spell level than your shaman spell slot level. They don't count against the number of shaman spells you know. You can't cast the spells except as rituals, unless you've learned them by some other means.

On your adventures, you can learn other ritual spells using this feature. When you find such a spell—whether a spellcasting teacher, a spellbook, or another shaman's emblem—you can add another decoration to represent it on your emblem. The spell's level must be equal to or less than your shaman spell slot level and you must spend the time and materials to ritually prepare the decoration to correspond to the spell. For each level of the spell, preparing the decoration for it takes 2 hours and costs 50 gp in incense, ceremonial herbs, and other ritual components.

## SHAMAN SECRET

Also at 2nd level, you begin to unlock the deep magical secrets of the living world. You gain one shaman secret of your choice. Your options are listed at the end of the class description. When you gain certain shaman levels, you gain an additional shaman secret, as shown in the Secrets Known column of the Shaman table.

Additionally, when you gain a level in this class, you can choose to replace one shaman secret you know with another secret that you could learn at that level.

## INTERNAL VITALITY

At 3rd level, you develop an internal reservoir of vitamancy power. As a bonus action, you can regain hit points equal to your vitamancy cost. You can't use this feature if you already paid your vitamancy cost this turn, and you can't pay your vitamancy cost on the same turn after using this feature. Once you use this feature, you can't use it again until the turn after you next pay your vitamancy cost or you finish a long rest.

## VITAL CASTING

Also at 3rd level, you learn to pay your vitamancy cost instead of a spell slot to cast a 1st level shaman spell you know. Once you do this, you can't use this feature again until you finish a short or long rest.

At higher levels, you can cast higher-level shaman spells you know this way: 2nd level or lower when you are 5th level, up to 3rd level spells when at 9th level, up to 4th level spells at 11th level, up to 5th level spells at 15th level, and up to 6th level spells at 20th level.

Beginning at 7th level, you can use Vital Casting twice between rests, and beginning at 18th level, you can use it thrice between rests.

## VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and Undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art (who find it to be simplistic and disgraceful).

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.



## SECRET OF HIGH MAGIC

At 11th level, your connection with your emblem helps you discover a powerful magical secret. Choose a 6th-level spell from the shaman spell list as this secret.

You can increase the level of one of your spell slots to 6th and cast your secret spell with it. Once you cast a spell using a spell slot increased by this feature, you can't cast that spell again using this feature until you finish a long rest.

At higher levels, you gain more shaman spells of your choice that can be cast only in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. The slot level you can raise a spell slot to increases to match the highest level of spell you know as a visionary secret. Each time you learn a new visionary secret, you can replace one lower-level secret with another spell of the same spell level.

## VITAL CONCENTRATION

Beginning at 18th level, when you cast a spell of up to 5th level with a duration of concentration, you can pay your vitamancy cost to change the spell's duration to 1 minute. You do not need to concentrate to maintain the spell for the duration.

## VITAMANCY VISIONARY

At 20th level, you can pay 20 hit points instead of your vitamancy cost except when you use Vital Concentration or cast a 6th-level spell with Vital Casting. You don't regain the use of your Internal Vitality feature after paying this discounted cost.

## SHAMAN SECRETS

Below are shaman secrets you can choose from starting at 2nd level. You must meet any listed prerequisites to learn a secret, but you can meet the prerequisite at the same time that you learn the secret. A level prerequisite refers to your level in the shaman class. If a secret requires you to pay your vitamancy cost, you can't use that secret if you already paid your vitamancy cost this turn.

### FOUNTAIN OF HEALTH

When you cast a spell of 1st level or higher that heals hit points, one target of the spell heals additional hit points equal to your Constitution bonus (minimum 1).

### GIFT OF LIFE

*Prerequisite: 9th level*

You gain a Vitamancy power: You can pay your vitamancy cost as an action to give up to three allies within 30 feet (other than you) temporary hit points equal to the hit points you paid. The hit points last for 1 hour. Constructs are not affected by this power.

### LIFE AWARENESS

*Prerequisites: 15th level*

You are always aware of the location of all creatures within 30 feet except for Constructs. Your awareness can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.





## MASTER RITUALIST

You learn two spells with the ritual tag that have an increased effect when cast using a higher-level spell slot. If you have the Ritual Expert feature, you can choose them from any class's list and they are shaman spells for you. (You lose these spells if you ever replace this shaman secret.) Whenever you cast a spell with the ritual tag using a spell slot, you can meditate for 10 minutes to regain the spell slot you used to cast it.

## OMNIPRESENT VITALITY

You gain a Vitamancy power: When you cast a spell that heals hit points or removes conditions, you can pay your vitamancy cost to target an additional creature within 30 feet.

## POTION SIPHON

You can draw upon the life energy stored in *potions of healing*. If you would pay your vitamancy cost, you can destroy a potion in your hand instead. The minimum rarity of potion you must destroy depends on your level. Once you siphon a potion, you can't siphon any potion again until you finish a short or long rest.

LEVEL	MINIMUM RARITY
1st-3rd	common
4th-6th	uncommon
11th-12th	rare
13th+	very rare

## VITAL QUICKENING

When you cast a spell with a casting time of 1 action using a spell slot, you can change the casting time to 1 bonus action for this casting by paying your vitamancy cost. (As normal, you can't cast a spell other than a cantrip using your action in a turn you cast a non-cantrip spell with your bonus action.) You can't use this secret again until you finish a short or long rest.

## RHYTHM OF LIFE

*Prerequisite: 12th level*

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to infuse the frenetic energy of life into up to three allies within 30 feet (other than you). They each get an additional action on their next turn that they can only use to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. Constructs are not affected by this power.

## SENSE VITALITY

*Prerequisite: 5th level*

As a bonus action, you learn whether there are non-Construct creatures other than the ones you were already aware of within 30 feet. Your sense can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

## VITAL AID

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to magically give an ally within 30 feet of you temporary hit points equal to your vitamancy cost. The temporary hit points last until the end of your next turn. Constructs are not affected by this power.

## VITAL RESERVE

You learn to store a little bit of vital essence for later. When you finish a long rest, you can spend 2 Hit Dice to charge your emblem instead of regaining hit points. The emblem remains charged until you discharge it. You can discharge it as part of using Vitamancy instead of paying your vitamancy cost.

## SHAMAN EMBLEMS

Below are shaman emblems you can choose from at 1st level.

### EMBLEM OF BLOOD

Your emblem is something written upon your body, typically a tattoo, a face paint, scarification, or some other permanent body marking.

## BLOOD BOLT

You gain the ability to fire a bolt of crystallized blood as an action. It is a ranged spell attack with a range of 120 feet. On a hit, it deals magical piercing damage equal to 1d10 + your Constitution modifier.

## VITAMANCY

You have the following vitamancy powers.

**Blood Manipulation.** You can manipulate the flow of blood in a creature's body to hinder its movements as a bonus action on your turn by paying your vitamancy cost. As long as the creature has blood and has no more hit points than five times your vitamancy cost, it has one of the following effects until the start of your next turn:

- When the creature rolls weapon damage, a Strength check, a Strength saving throw, or Constitution saving throw, it must roll a d4 and subtract the number rolled.



- When the creature rolls any attack roll, or rolls an ability check using Dexterity, Intelligence, or Charisma, it must roll a d4 and subtract the number rolled.

**Bleeding Wound.** Whenever you hit a creature with a weapon or Blood Bolt attack on your turn, you can pay your vitamancy cost as a bonus action to give that creature a bleeding wound. The bleeding creature takes 1d4 necrotic damage at the start of each of your turns for each bleeding wound it has from this power and it can then make a Constitution saving throw against your spell DC, ending the effect of all bleeding wounds on it on a success. The wounded creature or any creature within 5 feet of it can use an action to make a Wisdom (Medicine) check against the same DC, ending the effect of all such wounds on a success.

The amount of damage increases at higher levels, to 2d4 necrotic damage per wound at 6th level, 3d4 damage at 10th level, and 4d4 damage at 14th level.

### EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn. You can make two Blood Bolt attacks this way.

### BLOOD GUSH

Beginning at 10th level, whenever a creature you can see within 20 feet takes damage, you can use your Bleeding Wound Vitamancy power as a reaction to target that creature. Up to once per turn when you hit a creature with your Blood Bolt, it gets a bleeding wound without you spending or reaction or paying your vitamancy cost.

### EXSANGUINATION AURA

Starting at 14th level, all foes within 20 feet of you that have a bleeding wound can't take bonus actions or reactions.

### WIDE BLOOD MANIPULATION

Also at 14th level, you can use your Blood Manipulation Vitamancy power to target any number of creatures within 20 feet by paying the vitamancy cost only once.

### BEAST EMBLEM

Your emblem is a druidic focus made from a fang, a claw, a horn or something else from a magical beast and engraved with runes.

### BOUND COMPANION

You learn the *find familiar* spell. It doesn't count against your number of shaman spells known. Instead of choosing from the beasts listed in the spell, you can choose any beast of up to challenge rating 1/4.

## VITAMANCY

You have the following Vitamancy options.

**Ferocious Transformation.** As an action, you can pay your vitamancy cost to infuse your companion with ferocity for as long as you concentrate, as if concentrating on a spell, to a maximum of 1 minute. It loses the powers of a familiar and gains the statistics of a companion creature such as one of those listed starting on page xxx with adjustments for your proficiency bonus. Your companion doesn't normally have its own turns and instead acts after you on your turn. On its own, without your command, your companion can only move, use the Dash or Dodge actions, and cannot take reactions unless you take a reaction to command it (for instance, command your companion to make an opportunity attack). When you Disengage, Hide, or Search, you can choose for it to take that action as well. When you Ready an action, it tries to Help you if possible. You can use a bonus action on your turn to command your companion, allowing your companion to take any action available to it (such as Attack), move up to its speed, and/or use a bonus action before the end of your turn. If you do not command it, your companion acts on your turn as the GM dictates, typically continuing to do what you last commanded it, protect you, or protect itself, in that order of priority.

If your transformed companion is reduced to 0 hit points, it falls unconscious and must make death saving throws like a player character. You can stabilize it when it is dying as a bonus action if you are within 5 feet of it, requiring no ability check. If it would die, it disappears instead as normal for a familiar.

If your companion is frightened, you must succeed at a Wisdom (Animal Handling) check to command it. The DC is the same as the effect that frightened the companion, or 10 if there was no DC. Once your check succeeds, you don't have to check for that condition again until your companion takes damage or is frightened by a new effect.

**Primal Resistance.** When your companion is hit by a weapon attack, you can spend your reaction and pay your vitamancy cost to give your bound companion resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks until the start of your next turn.

### ELDRITCH COMPANION

At 6th level, you gain the Creature Companion and Advanced Creature Companion feats on page xxx. You also learn the *eldritch companion* spell on page xxx. The spell doesn't count against your shaman spells known.



## GREATER VITAMANCY

At 10th level, you gain the following vitamancy powers.

**Primordial Resistance.** When your companion takes damage, you can spend your reaction and pay your vitamancy cost to give it resistance to all damage types other than psychic until the end of your next turn.

**Vital Command.** When you spend a bonus action to command your companion creature, you can pay your vitamancy cost to gain an additional bonus action this turn. (The extra bonus action can't be used to command your ally or use a Vitamancy power.)

## SUPERIOR VITAMANCY

At 14th level, you gain the following Vitamancy powers.

**Stay with Me.** When your companion would be reduced to 0 hit points but is not killed outright, you can cause it to drop to 1 hit point instead as a reaction by paying your vitamancy cost. Once you use this vitamancy option, you can't use it again until you finish a short or long rest.

**Titanic Stature.** As a bonus action, you can pay your vitamancy cost to cause your companion or familiar to become Huge for 1 minute. It has advantage on Strength checks and Strength saving throws. Its attacks deal 1d4 extra damage.

## EMBLEM OF DEATH

Your emblem is a druidic focus made from part of a dead creature's body or a cultural icon of death.

## EXTRA PROFICIENCY

You are proficient with herbalism kits. You can make an Intelligence check using an herbalism kit instead of any Wisdom (Medicine) check to treat a creature. As long as you are in the wilderness or another place with fresh useful plants, you have advantage on ability checks using herbalism kits.

## SHARED VITALITY

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. Whenever you would pay your vitamancy cost, any of your allies within 30 feet of you that can see or hear you can choose to pay your vitamancy cost in your place. Once you borrow life from an ally using this feature, you can't borrow from any other ally using this feature until you finish a short or long rest, and you can't borrow from that specific ally using this feature until you finish a long rest.

## VITAMANCY

You gain the following vitamancy powers.

**Necromantic Occlusion.** When a creature you can see within 20 feet would regain hit points or gain temporary hit points, you can use your reaction and pay your vitamancy cost to negate the effect.

**Pull of Death.** You can pay your vitamancy cost as a bonus action on your turn to give a creature you can see within 20 feet disadvantage on Constitution saving throws until the start of your next turn. If it dies during that time, you can use your reaction to drain some of its essence into yourself or another creature within 20 feet of both you and the dying creature, giving the recipient temporary hit points equal to your vitamancy cost for 1 minute.

## ADVANCED VITAMANCY

At 6th level, you gain the following vitamancy powers.

**Plague Carrier.** As a bonus action, you can relieve yourself of all diseases, poisons, and the blinded and deafened conditions by giving them to a creature within 5 feet. For each of these that you have, the target can either willingly accept it (curing you automatically) or attempt a Constitution saving throw against your spell DC, preventing the transfer on a success.

**Vital Resurrection.** You can cast the *animate dead* spell as an action by paying your vitamancy cost instead of using a spell slot. When you do, your hit point maximum is reduced by the vitamancy cost but the Undead you create remains under your control until your hit point maximum is restored. If you would be hit by an attack while this Undead is within 5 feet of you, it uses its reaction to give you a +2 bonus to AC (which can cause the attack to miss). The Undead is always willing to pay your vitamancy cost for you using your Shared Vitality feature (above). Whenever you finish a long rest, you can choose to end this reduction to your hit point maximum and destroy the Undead if it still exists.

The number of Undead you create using this power increases at higher levels: two at 10th level and three at 14th level.

## REACH OF DEATH

Starting at 10th level, your Pull of Death vitamancy power and any cantrip you cast can target an additional creature within range. Whenever a creature under your Pull of Death dies, you can use your reaction to transfer your Pull of Death to a new target.



## SUPERIOR VITAMANCY

Starting at 14th level, you gain the following vitamancy power.

**Death's Call.** As a bonus action, pay your vitamancy cost and choose a creature you can see within 20 feet that has disadvantage on Constitution saving throws. It must make a Constitution saving throw. It takes 12d6 necrotic damage on a failed save, or half as much damage on a successful one. If it rolls a 1 on this saving throw, it instantly dies. Regardless of the saving throw, it then becomes immune to Death's Call for 24 hours.

## EMBLEM OF WAR

Your emblem is something held aloft in battle, usually a weapon or a banner. It can be any visually recognizable item weighing at least 3 pounds and held in one hand. You can change your choice of emblem with a ritual that takes 8 hours, which you can perform as part of a long rest. You can't affect an artifact or a sentient weapon in this way.

## UNARMORED DEFENSE

You learn to scribe magical runes into your skin that grant you magical protection. You can calculate your Armor Class as 10 + your Constitution modifier + your Dexterity modifier. (Bonuses such as from shields are still added to this calculation.)

## VITAMANCY

You gain the following vitamancy powers.

**Emblem Strike.** When you use the Attack action, you can pay your vitamancy cost to make a weapon attack with your emblem in addition to the attacks you can normally make.

**Roar of Power.** As a bonus action on your turn, you can pay your vitamancy cost to unleash a roar that grants strength to yourself and your allies. You and allied creatures within 20 feet of you that can hear you get one of the following benefits of your choice until the start of your next turn:

- Add 1d4 to all weapon damage rolls; instead add 1d6 if you are at least 10th level, or 1d8 if you are at least 14th level.
- Resistance to bludgeoning, piercing, and slashing damage from weapon attacks that aren't magical; if you are at least 10th level, the resistance applies to all bludgeoning, piercing, and slashing damage as well as to necrotic and radiant damage.
- Advantage on Strength (Athletics) checks and Strength saving throws.

## EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn.

## GREATER VITAMANCY

At 10th level, you gain the following vitamancy power.

**Unstoppable Force.** You exude magical protection that keeps your allies from being confined. As a bonus action, you can pay your vitamancy cost to cast *freedom of movement* on yourself and all allies within 20 feet of you. It lasts for 1 minute.

## SUPERIOR VITAMANCY

At 14th level, you gain the following vitamancy power.

**Aura of Iron.** You can spend a bonus action and pay your vitamancy cost to protect your allies with the runes carved on your body for 1 minute. Their AC becomes 10 + your Constitution modifier + their own Dexterity modifier if that is better. (Bonuses such as from shields are still added to this calculation.)





## SHAMAN SPELLS

Below are all spells on the shaman's list. Each spell has its school of magic noted in parentheses. If a spell can be cast as a ritual, the appropriate tag follows the school of magic. Spells marked with an asterisk (\*) are from this book starting on page xxx.

**Hit Point Component.** If a spell lists a component of HP, that means that you must pay your vitamancy cost as part of the action to cast the spell. You can't cast the spell in the same turn you have used a vitamancy power or otherwise paid your vitamancy cost. If a character without the vitamancy feature casts such a spell (such as with the Magical Secrets feature of the bard class), add all their class levels together to find their vitamancy cost on the Shaman table.

**Spells from Other Sources.** If your game uses spells from other sources, the player and GM should work together to decide what spells are on the shaman list. As a general guideline, most druid spells other than those that use fire or earth, most healing and necrotic spells from any list, and most spells that create spiritual forces from any list should be on the shaman list.

### 0 LEVEL (CANTRIPS)

*Dancing Lights* (evocation)  
*Druidcraft* (transmutation)  
*Guidance* (divination)  
*Mending* (transmutation)  
*Poison Spray* (conjunction)  
*Resistance* (abjuration)  
*Shillelagh* (transmutation)  
*Spare the Dying* (necromancy)

### 1ST LEVEL

*Animal Friendship* (enchantment)  
*Charm Person* (enchantment)  
*Create or Destroy Water* (transmutation)  
*Cure Wounds* (evocation)  
*Detect Magic* (divination; ritual)  
*Detect Poison and Disease* (divination; ritual)  
*Entangle* (transmutation)  
*Faerie Fire* (evocation)  
*Fog Cloud* (conjunction)  
*Goodberry* (transmutation)  
*Healing Word* (evocation)  
*Inflict Wounds* (necromancy)  
*Jump* (transmutation)  
*Longstrider* (transmutation)  
*Protection from Evil and Good* (abjuration)

*Purify Food and Drink* (transmutation; ritual)  
*Speak with Animals* (divination; ritual)  
*Upwelling of Life\** (evocation)

### 2ND LEVEL

*Aid* (abjuration)  
*Animal Messenger* (enchantment; ritual)  
*Augury* (divination; ritual)  
*Barkskin* (transmutation)  
*Darkvision* (transmutation)  
*Enhance Ability* (transmutation)  
*Enlarge/reduce* (transmutation)  
*Gust of Wind* (evocation)  
*Hold Person* (enchantment)  
*Lesser Restoration* (abjuration)  
*Locate Animals or Plants* (divination; ritual)  
*Locate Object* (divination)  
*Moonbeam* (evocation)  
*Pass without Trace* (abjuration)  
*Protection from Poison* (abjuration)  
*Spiritual Weapon* (evocation)  
*Warding Bond* (abjuration)  
*Waves of Hurt\** (necromancy)

### 3RD LEVEL

*Beacon of Hope* (abjuration)  
*Call Lightning* (conjunction)  
*Conjure Animals* (conjunction)  
*Daylight* (evocation)  
*Dispel Magic* (abjuration)  
*Essence Flow\** (necromancy)  
*Mass Healing Word* (evocation)  
*Plant Growth* (transmutation)  
*Protection from Energy* (abjuration)  
*Revivify* (necromancy)  
*Sleet Storm* (conjunction)  
*Speak with Dead* (necromancy)  
*Speak with Plants* (divination; ritual)  
*Spirit Guardians* (conjunction)  
*Until Death Do Us Part\** (necromancy)  
*Water Breathing* (transmutation; ritual)  
*Water Walk* (transmutation; ritual)  
*Wind Wall* (evocation)



#### 4TH LEVEL

*Aura of Immortality\** (abjuration)  
*Blight* (necromancy)  
*Conjure Minor Elementals* (conjuration)  
*Conjure Woodland Beings* (conjuration)  
*Control Water* (transmutation)  
*Death Ward* (abjuration)  
*Divination* (divination; ritual)  
*Dominate Beast* (enchantment)  
*Freedom of Movement* (abjuration)  
*Giant Insect* (transmutation)  
*Hallucinatory Terrain* (illusion)  
*Ice Storm* (evocation)  
*Locate Creature* (divination)  
*Polymorph* (transmutation)  
*Stoneskin* (abjuration)

#### 5TH LEVEL

*Antilife Shell* (abjuration)  
*Awaken* (transmutation)  
*Commune with Nature* (divination; ritual)  
*Cone of cold* (evocation)  
*Conjure Elemental* (conjuration)  
*Contagion* (necromancy)  
*Dream* (illusion)  
*Geas* (enchantment)  
*Greater Restoration* (abjuration)  
*Insect Plague* (conjuration)  
*Mass Cure Wounds* (evocation)  
*Planar Binding* (abjuration)  
*Reincarnate* (transmutation)  
*Scrying* (divination)  
*Tree Stride* (conjuration)

#### 6TH LEVEL

*Conjure Fey* (conjuration)  
*Circle of Death* (necromancy)  
*Find the Path* (divination)  
*Harm* (necromancy)  
*Heal* (evocation)  
*Heroes' Feast* (conjuration)  
*Sunbeam* (evocation)  
*Transport via Plants* (conjuration)  
*Vital Drain\** (necromancy)  
*Wall of Thorns* (conjuration)  
*Wind Walk* (transmutation)

#### 7TH LEVEL

*Etherealness* (transmutation)  
*Mirage Arcane* (illusion)  
*Plane Shift* (conjuration)  
*Regenerate* (transmutation)  
*Symbol* (abjuration)

#### 8TH LEVEL

*Animal Shapes* (transmutation)  
*Antipathy/Sympathy* (enchantment)  
*Control Weather* (transmutation)  
*Feeblemind* (enchantment)  
*Sunburst* (evocation)

#### 9TH LEVEL

*Deadly Vitamancy\** (necromancy)  
*Foresight* (divination)  
*Mass Heal* (evocation)  
*Shapechange* (transmutation)  
*Storm of Vengeance* (conjuration)  
*True Resurrection* (necromancy)



# CLASS OPTIONS

## BARBARIAN

At 3rd level, the barbarian gains the Primal Path class feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Brawler, the Path of the Iron Titan, and the Path of Stone.

### PATH OF THE BRAWLER

Some barbarians favor truly up close and personal combat. These souls become known as brawlers. Whether it is with a tavern chair, strong punches, stylish kicks, knife blade, or some other weapon; you can stand assured a brawler will be at home in the thick of the fray.

#### BRAWLER'S TRAINING

At 3rd level, you learn the basics of a brawler's hand to hand combat style. Your unarmed strikes gain the light and finesse property and can be used with features and abilities that normally apply to weapon attacks (such as for two-weapon fighting or the Sneak Attack feature). The damage die for your unarmed strikes and improvised weapons increase to 1d6 (unless it would be higher). As you gain levels in this class, the damage die increases further: 1d8 at 10th level, and 1d10 at 14th level.

Additionally, you have learned to guard effectively using your hand and forearms. You gain a +2 bonus to AC if you are not benefiting from a shield and you have two hands free. When you engage in two-weapon fighting, you lose this AC bonus until the start of your next turn.

#### BRUTAL BLOWS

Also starting at 3rd level, the Path of the Brawler makes you especially dangerous in close combat. Once on each of your turns while you're raging, a creature you hit with an unarmed strike or light weapon takes an extra 1d6 damage of that weapon's damage type. When you deal this damage, you can choose one of the following options:

- The target must make a Strength saving throw. On a failure, you can either push them up to 15 feet in any direction or knock them prone.
- The target must succeed on a Dexterity saving throw or they are grappled by you.

- The target must succeed on a Constitution saving throw or its breath is knocked out of it, preventing it from speaking (including providing verbal components for spells) or using a Breath Weapon until the start of your next turn.
- The target must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn.

The save DC for this feature is 8 + your proficiency bonus + your Strength modifier.

#### SQUARE OFF

Starting at 6th level, when you enter your rage you can designate an opponent you can see or hear within 30 feet to square off against. Until your rage ends or you choose to end it at the start of your turn (no action required), the bonus damage from your Brutal Blows feature is increased by 1d6 to a total of 2d6 when applied to the target of this feature and you can't use Reckless Attack but can use the Focused Fighting feature below instead.





At the start of each of your turns, you can end this effect with no action required. While you are raging, you can use a bonus action on each of your turns to designate a new target. (You can use this bonus action even if you ended this effect or your original target is still around.)

### FOCUSED FIGHTING

Also at 6th level, you learn to focus your aggression on a single target while you use the Square Off feature. When you make your first attack on your turn, you can decide to attack with focus. Doing so gives you advantage on melee weapon attack rolls targeting the creature you have Squared Off against during this turn, but attack rolls against you by all creatures other than that foe have advantage until your next turn.

### SUCKER PUNCH

At 10th level, you gain the ability to interrupt opponents. Whenever a creature within your reach hits with an attack or casts a spell that forces a saving throw, you can use your reaction to make an unarmed strike before the attack deals damage or the saving throw is rolled. On a hit, if the creature was making an attack they must roll the attack again and use the lower result. If the trigger was instead a spell calling for a saving throw, you can choose a creature to gain advantage on the saving throw against that spell.

Starting at 14th level, your sucker punch is so distracting that it forces a reroll or gives advantage even when your unarmed attack misses.

### ABSOLUTE BRUTALITY

Once you reach 14th level, as a bonus action, you can leap up to 20 feet and make a melee weapon attack using a light simple weapon or improved weapon. If you hit, this attack applies your Brutal Blows feature without counting against your limit of once per turn. You can use the feature a second time this turn, either before or after this bonus action. You can only use this bonus action only once each rage.

## PATH OF THE IRON TITAN

*"Be as the hill, stand as the mountain" - Mikados the Iron Titan*

Named after Mikados the Iron Titan, a man of almost impossible height and stature. He was known for wading into combat, clad in the heaviest armor he could find and a shield like a castle door. Although a fearsome individual in his own right, what made his enemies flee before him was his ability to grow to the size of the tallest mountains. Going from a "giant of a man" to literally giant-sizes, he would often hold armies back single-handedly, his shield becoming as unassailable as a fortress wall. Though he is long gone, his legend remains, and there are those who have decided to take on his mantle. To become an Iron Titan.

### REINFORCED

At 3rd level, you gain proficiency with heavy armor. Wearing heavy armor doesn't interfere with your Rage or Fast Movement features.

Additionally, your hit point maximum increases by your barbarian level. (Your hit point maximum increases by 3 hit points now and by another 1 each time you gain a level in this class.)





## TITAN POWER

Also at 3rd level, you gain the ability to imbue yourself with greater size. When you rage, you can choose to become taller and heavier to a maximum of Large. Your weapons and anything you are wearing change size with you. If you lack the room to become Large, your size doesn't change. While you are enlarged by your rage, your Rage feature's damage bonus is doubled.

## IMMOVABLE OBJECT

Starting at 6th level, the area within your reach is difficult terrain to enemy creatures you can see. In addition, while you rage you cannot be unwillingly moved or knocked prone, and you never accidentally drop items you hold in hand.

## HOLD THE LINE

Starting at 10th level, your opportunity attacks are more dangerous. Creatures provoke opportunity attacks from you whenever they move at least 5 feet from a space within your reach to another space within your reach. Whenever a creature provokes any opportunity attack from you, instead of making a normal attack you can attempt to hamper the enemy with an ability contest. Make a Strength (Athletics) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (target's choice of which).

On a success, you can choose to knock them prone or cause them to drop an item they are holding such as a weapon. If you do either one, you can also deal the target bludgeoning damage equal to your rage damage bonus (which is doubled by your Titan Power if you are Large).

## STAND AS THE MOUNTAIN

From 14th level, you can become even bigger when you rage. If you have enough room, instead of becoming Large you can become Huge. While you are Huge, you gain the following benefits:

- Your reach increases by 5 feet.
- When you hit a Large or smaller creature with an attack or win an ability contest while you are Huge, you can move the creature 10 feet in any direction.
- If you succeed at a Strength saving throw for half damage (such as from a whirlwind, a bulette's Deadly Leap, or a spell like wind wall or control water), you take no damage on a successful save.

## PATH OF STONE

Your rage imbues you with the power of the underground. Through a deep kinship with the rock and stone underneath your feet, you utilize this power to protect yourself as you plow through opposition, unimpeded.

## SECOND SKIN

When you choose this path at 3rd level, a layer of stone covers you during your rage. While you rage and are neither flying nor swimming, your Unarmed Defense becomes 12 + your Dexterity modifier (maximum 2) + your Constitution modifier. This AC (before ability modifiers) increases as you gain levels in the barbarian class, becoming 13 at 6th level, 14 at 10th level, and 15 at 14th level.

## EARTH'S EMBRACE

Also at 3rd level, you are comfortable moving along the earth and stone. You never need a Dexterity (Acrobatics) check to balance on earth or stone, nor a Strength (Athletics) check to climb on earth or stone. Climbing earth or stone surfaces and walking across difficult terrain of earth and stone doesn't cost you extra movement.





## TREMOR STOMP

Starting at 6th level, as an Attack action on your turn you can stomp to shake the ground in up to a 20-foot radius. If you're able to make multiple attacks with the Attack action, this attack replaces one of them but you can't Tremor Stomp more than once per turn. Each creature on the ground must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature is knocked prone. In addition, each creature on the ground that is concentrating must make a Constitution saving throw against the same DC. On a failed save, the creature's concentration is broken.

If you jump or fall at least 10 feet, you can use this feature as a reaction when you land. When you do, you reduce any falling damage you take by triple your barbarian level (before applying resistance). You land on your feet even if you take damage from the fall.

## IRON SKIN

At 10th level, when you are dealt bludgeoning, piercing, or slashing damage you are raging, you can use a reaction to reduce that damage by 2d10 + your barbarian level (before halving for resistance). You cannot use Iron Skin again until you finish a short or long rest.

## QUAKE STOMP

At 14th level, you can choose to increase the radius of your Tremor Stomp to a maximum of 80 feet and crack the ground to produce difficult terrain throughout the area. If you do, it opens one or two fissures and might damage structures. You cannot use this feature again until you finish a long rest (though you can still use Tremor Stomp).

**Fissures.** You can open a fissure at the location of your choice within the area. It is 10d6 feet deep, 10 feet wide, and extends from one edge of the area to the opposite side. A creature standing on a spot where a fissure opens and failed its Dexterity saving throw falls in. A creature that successfully saves moves with the fissure's edge as it opens. The GM might add one additional fissure at another location depending on the terrain in the area; the additional fissure can't pass under you or allies you can see.

You can't place a fissure so that it opens under a Gargantuan or larger structure, but the GM can. If you place a fissure under a Huge or smaller structure, it automatically collapses as described below.

**Structures.** Structures in the area sway or crumble and might collapse at the GM's discretion. Especially sturdy or reinforced stone structures almost never collapse. Wooden structures that are Huge or smaller sway dramatically but rarely collapse. Brick structures and unreinforced clay or stone structures sometimes collapse as do Gargantuan or larger wooden structures. Shoddy or badly damaged structures of any sort usually collapse. Any good-quality architecture in places prone to earthquakes usually use reinforcements that make collapses rare.

Any collapse completes at the start of your next turn, potentially damaging nearby creatures. A creature within half the distance of a collapsing structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is restrained in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become restrained.

## BARD

At 3rd level, the bard gains the Bard College class feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: the College of Demise, and the College of the Wild.

### COLLEGE OF DEMISE

Bards of the College of Demise accept that all things end, and that's what makes them beautiful. They gather in somber places such as graveyards and ossuaries to trade songs and tales of death or the journey toward it. Themes such as aging, the coming of winter, or a crushing sense of ennui are common, but so are the subversion of death: hope, struggle, or a clinging to life that twists your very nature and keeps you trapped in a state of liminality.

### MELODY OF RUIN

When you choose this college at 3rd level, you learn to affect objects with entropy and decay. As a bonus action, expend one use of Bardic Inspiration to roll your Bardic Inspiration die to deal that amount plus your Charisma modifier in force damage to an object you can see or hear within 60 feet. If the object is held by a creature, they can make a Dexterity saving throw against your spell DC, negating the damage on a successful save. In any case, the object is then immune to your Melody of Ruin until you finish a long rest.



## DANSE MACABRE

Also at 3rd level, you learn the chill touch cantrip and the animate dead, and detect evil and good spells. These spells count as bard spells but don't count against the number of bard spells you know. You can cast any of these spells by spending a use of Bardic Inspiration instead of a spell slot; this is the only way you can cast animate dead until you have 3rd-level spell slots. When you cast a spell using a bardic inspiration die, its casting time changes to 1 action, you need not provide material components, and its duration changes to "concentration, up to 1 minute."

As you gain bard levels, you learn the spells listed on the Demise Spells table. Spells you learn at higher levels this way can also be cast by spending Bardic Inspiration.

### DEMISE SPELLS

BARD LEVEL	SPELLS
3rd	<i>chill touch, animate dead, detect evil and good</i>
5th	<i>speak with dead</i>
7th	<i>death ward</i>
9th	<i>contagion</i>
11th	<i>create undead</i>

## OVERRULE DEATH

Starting at 6th level, you have advantage on saving throws against necromancy spells and against the spells and effects of Undead. You also have resistance to necrotic damage.

## RAPTUROUS FINALE

Also at 6th level, you learn to draw inspiration from tragedy. When you see a creature within 60 feet of you die, you can regain an expended use of Bardic Inspiration. Once you use this feature, you can't use it again until you finish a long rest.

## HYMN OF GLORIOUS PERSEVERANCE

At 14th level, as a reaction when an ally within 60 feet is reduced to 0 hit points, you may expend a use of Bardic Inspiration (minimum 1). Roll a Bardic Inspiration die for each expended use. Instead of dying or becoming unconscious, the target regains hit points equal to the number rolled.

## COLLEGE OF THE WILD

Bard of the College of the Wild are attuned to the music of nature and the songs on the wind. They meet in bright forest glades and natural rock amphitheaters to share performances that have a direct connection with the creatures of the land. When they play, the animals listen, becoming willing to assist in their endeavors.

### BONUS PROFICIENCIES

When you choose the College of the Wild at 3rd level, you gain proficiency with two skills of your choice. Alternatively, you can gain proficiency with one skill, one type of artisan's tools, and herbalism kits. When you make an Animal Handling, Nature, or Survival check, or an ability check using a tool proficiency from this feature, you can use your Charisma modifier instead of your Intelligence or Wisdom modifier.

### NATURE'S TEMPO

Also at 3rd level, a creature's speed increases by 10 feet while it has one of your Bardic Inspiration dice.

### VOICE OF NATURE

Also at 3rd level, you learn the animal friendship and speak with animals spells. These spells count as bard spells but don't count against the number of bard spells you know. If you already know either spell, you learn another bard spell of a spell level up to half your bard level, rounded up. As you gain bard levels, you learn further spells as listed on the Wild Spells table.

### WILD SPELLS

BARD LEVEL	SPELLS
3rd	<i>animal friendship, speak with animals</i>
5th	<i>conjure animals</i>
7th	<i>conjure woodland beings</i>
9th	<i>commune with nature</i>
11th	<i>conjure fey</i>



## WILD CALL

Starting at 6th level, when you give a Bardic Inspiration die to any Beast, all friendly Beasts within 60 feet also gain the same Bardic Inspiration die (if they don't already have one).

As long as any Beast has a Bardic Inspiration die from you, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and its attacks are magical for the purpose of damage resistance and immunity.

## UNSETTLING BEAST

Starting at 14th level, when you give a Beast Bardic Inspiration, creatures within 10 feet of the beast become frightened until the end of your next turn. The Beast has advantage on attack rolls to hit creatures frightened with this feature.

# CLERIC

At 1st level, a cleric gains the Divine Domain feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Defense Domain.

## DEFENSE DOMAIN

Each faith has a need for those stalwart in their creed to protect the organization when attacked by persons within or without. This may perhaps be in war, where devoted clerics act as literal defenders of holy sites and ancient relics, or as a wall against riotous mobs intent on the destruction of a town under protection of the faithful. Whatever the reason, defender clerics ensure that enemies know their faith is not to be trifled with.

## CRUSADER DOMAIN SPELLS

You gain domain spells at the indicated cleric levels.

CLERIC LEVEL	SPELLS
1st	<i>guiding bolt, sanctuary</i>
3rd	<i>spiritual weapon, magic weapon</i>
5th	<i>glyph of warding, vampiric touch</i>
7th	<i>banishment, stoneskin</i>
9th	<i>flame strike, wall of force</i>

## BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and in the Intimidation skill.

## BLESSED PRECISION

Also at 1st level, when you use a spell to damage an enemy, you get a +2 bonus to your next weapon attack roll against that enemy until the end of your next turn.

## CHANNEL DIVINITY: BLESSED ARMS

Starting at 2nd level, you can use your Channel Divinity to channel magic through your weapon attacks. When you make a weapon attack, you can use your Channel Divinity to change the casting time of a single cantrip you know to 1 bonus action until the end of your next turn.

## CHANNEL DIVINITY: DIVINE ARMS

At 6th level, when you hit with a weapon attack on your turn, you can use your Channel Divinity to change the casting time of a spell you have prepared that normally has a casting time of 1 action and can target the same target you hit.





The spell's casting time becomes 1 bonus action until the end of the current turn. You can only cast a spell you modify this way to target the same target as your weapon attack. This spell does not need be one that requires a spell attack roll, but if it does then you automatically hit. These effects happen after the weapon attack's damage.

### SACRED STRIKES

Starting at 8th level, you add your Wisdom modifier to the damage you deal with your weapon attacks and cantrips.

### EXEMPLAR OF DIVINE MIGHT

At 17th level, your spells and attacks flow into each other with the power of your deity. When your weapon attack deals damage to a creature, that creature has disadvantage on the next saving throw it makes against one of your spells before the end of your next turn. When you hit a creature with a spell attack or a creature fails a saving throw against one of your spells, you can make a weapon attack against that creature as a bonus action.

## DRUID CIRCLES

The following circles are available to any druid of 2nd level.

### CIRCLE OF THE SOUL

When the land is cursed, when such magical maladies run rampant through the population, or even when individuals start to succumb to the curses that leave their stains on their very being there is none better to be near than a Circle of the Soul druid. Although these druids are often called Cursebreakers, they are not just breaker of curses but also a hunter of those formed from curses or those who would bestow curses. Sometimes mistaken for a werewolf hunter or vampire hunter these druids know it's better to deal with the cause than to treat the symptom.

### CURSE HUNTER

When you choose this circle at 2th level, you become proficient in two skills of your choice from the following list: Arcana, History, Investigation, Religion, or Survival. You have advantage on Wisdom (Survival) checks to track cursed creatures and creatures that can inflict curses, as well as on Intelligence checks to learn or recall information about curses, cursed creatures, cursed items, and creatures that can lay curses (advantage adds a +5 bonus to the appropriate passive scores).

### CURSE SENSE

Also starting at 2nd level, as an action, you can open your awareness to detect cursed creatures, places, and objects. Until the end of your next turn, you know the location of any cursed creature, Fiend, or Undead within 60 feet of you that is not behind total cover. You know the type (cursed, Fiend, or Undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that is cursed.

You can use this feature a number of times equal to your proficiency bonus. When you finish a long rest, you regain all expended uses.

### PURE STRIKE

At 6th level, your attacks count as silver for the purposes of overcoming damage resistance and immunity. Once per turn, when you deal damage with a cantrip or weapon, you can deal additional psychic damage equal to your proficiency bonus to one creature. If that creature is a cursed or able to inflict curses, increase the damage by twice your proficiency bonus instead.





## REMOVE CURSE

Also at 6th level, you learn remove curse as a druid spell. You always have remove curse prepared and it doesn't count against the number of druid spells you can prepare each day.

## CURSE WARD

At 10th level, you are immune to curses. You and friendly creatures within 10 feet of you have advantage on saving throws against being charmed or frightened by Fiends, Undead, or creatures with the shapechanger tag.

## MAGIC RESISTANCE

At 14th level, you have advantage on saving throws against spells and other magical effects.

## SUNDER CURSE

Also at 14th level, when you hit a creature it (or an item it possesses) with an attack, you can cast remove curse on it as a bonus action without spending a spell slot, and the creature cannot curse another creature until the end of its next turn.

## CIRCLE OF GROWTH

You strive to return nature to its purest form. Nature, in turn, grants you the ability to close wounds, heal poisons, and restore your surroundings to wilderness. Causing needless death and decay of the natural world or allowing such deeds to go unpunished is anathema to your circle. This does not prevent you from defending yourself against aggressive flora or fauna.

## BONUS PROFICIENCY

When you choose the Circle of Growth at 2nd level, you gain proficiency with another skill available to 1st-level druids.

## GREEN MAGIC

You learn to prepare additional spells as you gain druid levels, as listed on the Circle of Growth Spells table, starting with entangle and goodberry at 2nd level. Each spell is a druid spell for you and you always have it prepared, but doesn't count against the number of druid spells you can have prepared at once.

When a creature fails its saving throw against your entangle spell, it takes 1d6 bludgeoning damage per level of the spell slot you used.

## CIRCLE OF GROWTH SPELLS

DRUID LEVEL	SPELLS
2nd	<i>goodberry, entangle</i>
3rd	<i>barkskin, enlarge/reduce</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>black tentacles, giant insect</i>
9th	<i>insect plague, tree stride</i>

## RAMPANT GROWTH

Also at 2nd level, you can call on the primal power of growth. As an action you regain hit points equal to half your level. For the next three rounds, you regain that many hit points at the start of each of your turns if you have at least 1 hit point and any ally that starts its turn within 15 feet of you likewise regains that many hit points if it has at least 1 hit point. You can't use Rampant Growth again until you complete a short or long rest.

## ACCELERATE GROWTH

At 6th level, you can touch a creature as an action to accelerate their healing. For one minute, whenever the target would regain hit points from a spell, they regain a number of additional hit points equal to half your druid level. A single spell can't heal additional hit points this way more than once per target. You can't use Accelerate Growth again until you finish a short or long rest.

## AVENGING VINES

Starting at 10th level, you can cast black tentacles spell once without expending a spell slot and regain the ability to do so when you finish a long rest. The tentacles resemble grasping vines.

## THORNY VENGEANCE

Starting at 14th level, when you use Avenging Vines it deals an additional 3d6 piercing damage.

## LASTING GROWTH

Also starting at 14th level, when you create an area of difficult terrain with a spell (such as entangle, plant growth, or black tentacles), you can choose to exclude any part of the area and you can choose for any part of the area to grow permanent foliage. This foliage remains difficult terrain indefinitely even after the spell ends, although it doesn't keep any other features of the spell such as further increased movement cost from plant growth or damage from black tentacles. Once you use this feature, you can't do so again until you finish a long rest.



## FIGHTER

The fighter class receives new features and sub-classes in this section.

### FIGHTING STYLES

#### *1st-level fighter feature*

When you choose a fighting style, the following styles are added to your list of options.

#### DEFENSIVE DANCE

Your unpredictable movements help you avoid attacks. While you are wearing no armor and not wielding a shield, your AC equals 11 + your Dexterity modifier + your Charisma modifier.

#### FINESSE FIGHTING

Deflecting blows with your sheath as you twist and strike with your blade, you gracefully dance to the tune of your foe's strikes and leave them disarmed in more ways than one. While you wield a finesse melee weapon one hand and nothing in your other hand, you get a +1 bonus to Dexterity (Acrobatics) checks and weapon attack rolls and you can use Dexterity (Acrobatics) to grapple or shove (instead of Athletics).

You also gain a special twisting disarm attack. This attack follows all the rules for shove, except that if you are successful, you twist one of the target's weapons (manufactured or natural) and the target takes piercing damage equal to the ability modifier you normally add to damage with your weapon (or unarmed attack).

The target has disadvantage on attacks with that weapon until it takes an action to realign the weapon or your next turn ends. If the weapon is a manufactured weapon and already twisted, the creature drops the weapon in its space.

## MARTIAL ARCHETYPES

The following martial archetypes are available to any fighter of 3rd level or higher.

### KNIGHT OF EUPHORTA

While Knights of Euphorta and thanators find similar roots in the source of their power, getting them confused might put you on the wrong end of a blade. Knights of Euphorta train vigorously and consciously, intensely studying the arts of vitamancy to mastery. They consider their more natural counterparts, the thanators, to be undisciplined and uneducated—diamonds in the rough at best. Most thanators either don't know or don't care about the existence of the Knights of Euphorta, and the few who do openly ridicule them as pale replicas, which does nothing to alleviate the ancient feud between the two fundamentally different practitioners of martial vitamancy.





To those in the know, this long-time feud is quite ironic, since the order of the Knights of Euphorta was created by a thanator and a necromancer, both convinced they could study and teach this unusual manifestation of vitamancy to create warriors immune to death itself. The experiment proved a moderate success, and the creators of the Knights of Euphorta had to resort to a compromise: channeling the user's life force into a weapon rather than improving themselves. Knights of Euphorta imbue their weapons as physical conduits for necromantic energy. Over time, the order steered away from their thanator origins and focused on perfecting these instruments of death and their usage.

## VITAMANCY

When you choose this Martial Archetype at 3rd level, you gain access to vitamancy. To use any Vitamancy power, you must spend hit points as listed for your fighter level on the Shaman table on page xxx. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly).

You start with two Vitamancy powers listed below. Some Vitamancy effects require saving throws. The DC for these saving throws equals 8 + your proficiency bonus + your Constitution modifier.

**Instrument of Death.** As a bonus action on your turn, you can pay your vitamancy cost to infuse your life force into a weapon you are wielding. It emits dim light to a distance of 5 feet for 1 minute. Any hit with this instrument of death causes the target to cast dim light in a 5-foot radius for 1 minute as well. At the end of each of the glowing target's turns, it takes 1d4 radiant damage and must make a Constitution saving throw. On a successful save, the effect ends on it.

The amount of radiant damage the glow deals increases as you gain levels: 1d6 at 7th level, 1d8 at 10th level, 1d10 at 15th level, and 1d12 at 18th level.

**Life-Seeking Strike.** As a bonus action on your turn, you can pay your vitamancy cost to make a weapon attack. You have advantage on this attack roll if the target is glowing due to your Instrument of Death vitamancy power.

## LIFE FROM DEATH

At 7th level, you learn to steal the fading life energy from those breathing their last. When you reduce a hostile creature other than a Construct to 0 hit points using your instrument of death (including by the ongoing radiant damage), you magically regain hit points equal to 1d10 + your fighter level.

## IMPROVED VITAMANCY

At 10th level, you gain the following vitamancy powers.

**Necromantic Embolism.** When you hit a creature with your Instrument of Death, you can pay your vitamancy cost as a bonus action to make it glow more brightly with a ghastly pale hue: in addition to the usual effects, it casts dim light in a 10-foot radius, all attack rolls to hit it have advantage if the attacker can see it, and the target can't regain hit points or benefit from being invisible.

**Withering Strike.** When you hit a creature with your Instrument of Death, you can pay your vitamancy cost as a bonus action to deal necrotic damage to the target equal to 1d10 + the number of hit points you paid. The target's hit point maximum is reduced by the amount of necrotic damage it takes for 1 hour unless it succeeds at a Constitution saving throw. While its hit point maximum is reduced this way, it has disadvantage on Strength checks and Strength saving throws.

## DEATH COLLECTOR

At 15th level, you learn to harvest life energy directly from those marked by your Instrument of Death. As an action, choose up to three creatures you can see glowing due to your Instrument of Death. Each creature must make a Constitution saving throw, taking radiant damage equal to your vitamancy cost on a failed save, or half as much damage on a successful one. You magically regain hit points equal to your fighter level for each target who takes radiant damage this way. You can't use this feature if you have paid your vitamancy cost this turn, and you can't pay your vitamancy cost later on the same turn you used this feature.

## ULTIMATE VITAMANCY

At 18th level, you are inducted into the final teaching of the Knights of Euphorta: severing a lifeforce in a single strike. You gain the following vitamancy power.

**Death Strike.** As an action, you pay your vitamancy cost to make a single weapon attack using your Instrument of Death against a creature. The target must make a Constitution saving throw, taking an extra 8d6 radiant damage on a failed save, or half as much extra damage on a successful one. Should you miss, the target still takes radiant damage but automatically succeeds on the saving throw.

A Construct is immune to this extra damage and automatically succeeds at the saving throw. A creature that fails the saving throw by 5 or more instantly dies as long as it had 60 or fewer hit points remaining after the damage you dealt.



## STORM DANCER

A gleeful dancer twirling with a partner of living lightning, a dour warrior whose eyes glow with blazing fury, an enthusiastic dreamer who hears the drums of thunder; a Storm Dancer comes from a multitude of backgrounds. Some see the power of the storm; others see its grace. Destruction and renewal. Terror and beauty. All these things are unified within the storm.

As such, a Storm Dancer can't be expected to look or act a single way. What ultimately draws unity for the Storm Dancers is their force of passion. To embrace the storm is to embrace wild unfettered energy surging throughout your body and soul. As such, Storm Dancers are often drawn to pursue great acts and deeds. Though they are few in number, most Storm Dancers end up taking up the life of an adventurer.

Storm Dancers have origins that are as multifaceted as they are. If you so desire, you can pick from or roll on the Storm Dancer Power table to create a source of magical power for your character.



## STORM DANCER POWER

### D6

### SOURCE OF POWER

- 1 As a child you were struck by lightning on a clear day. You didn't think much of the incident at that time. Now you wonder where that lightning came from, and why it seems to burst forth from you in times of stress.
- 2 Others fear the storm, but you find thunderstorms to be a calming, soothing presence. The splash of rain on your skin, the feel of fresh dirt between your toes, the sight of flashing lights, and the roar of thunder connect you with nature. And when you dance, the storm connects back to you.
- 3 As part of a special ritual, you chant and hum songs while preparing and applying a special blue paint. This paint is used to cover your body in mystic runes and patterns. When you use your Storm Dancer abilities, these runes and patterns spark to life and lightly glow.
- 4 You wear a necklace in the form of the weapon of a thunder deity. Most commonly this would be a finely wrought hammer or labrys (double-headed battleaxe with a short hilt). By whispering a prayer to this symbol, you call forth the might of that deity.
- 5 You've befriended an elemental being that swirls around you (or beings). Normally they can't be seen or heard, but you can feel their presence. In order to use your Storm Dancer abilities, you sing in Primordial and call their name to direct your friend. If you ever gain a familiar, it can be an Elemental instead of its normal creature type.
- 6 Late one evening, you watched a performance given by a Storm Dancer. You were utterly moved by the beauty of their dance. When you dozed off that night, you could see the flash of lightning against the night sky and a hundred Storm Dancers twirling around a blazing fire. They called you to dance, and you did. Lightning struck you, searing patterns into your skin like some strange plant. And when you woke up, the patterns still remained.



## STORM DANCER'S TRAINING

When you adopt this archetype at 3rd level, you gain proficiency in the Performance skill. Your proficiency bonus is doubled for any ability check you make that uses Performance.

If you perform for at least 1 minute, you can enhance the performance with a dazzling display of lightning. This effect is harmless and purely visual, though it can cause unattended items you set up before the performance to light on fire.

Additionally, you can speak, read, and write Auran.

Finally, you can choose a second option from the Fighting Style class feature.

## DANCE OF THE STORM

From 3rd level, you learn how to enter into a dance of elemental storm magic. As a bonus action, you magically gain the follow benefits which last for 1 minute:

- Once on each of your turns, one of your attacks with a melee weapon or an unarmed strike can deal an extra 1d8 lightning or thunder (your choice) damage to a target on a hit.
- On your turn, you have a flying speed of 15 feet.
- You reduce the amount of falling damage you take by 15.
- You have advantage on Dexterity (Acrobatics) checks, Charisma (Performance) checks, and Dexterity saving throws.
- **Lightning Whips.** You can use a free hand to form and grasp onto a strand made of lightning energy as if drawing a weapon. It counts as a simple melee weapon that it is magical. It deals 1d8 lightning damage on a hit and has the finesse, light, and reach properties. It has an additional reach of 5 feet for a total of 15 feet. If you let go of this weapon, it instantly disappears. This weapon can only be used to make attacks, or you can use it in place of a whip for any ability you may have that makes use of a whip. You can create up to two of these strands of energy.
- **Thunderstrike.** When you take the Attack action, you can replace one of the attacks with striking a surface such as the ground, a pair of gauntlets together, striking a shield, or any other suitable such action. When you do so, it creates a mighty thunderclap that can be heard up to 200 feet away. Each creature other than you within 10 feet of you must make a Constitution saving throw.

The save DC is 8 + your proficiency bonus + your Constitution modifier. On a failed save, each creature takes 1d12 thunder damage, or half as much damage on a successful one.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

## COMMAND THE TEMPEST

At 7th level, you gain resistance to lightning and thunder damage.

Additionally, you can use magic to produce minor sensory effects. You learn the thaumaturgy cantrip and can activate an effect of the thaumaturgy cantrip whenever you use an ability from the Storm Dancer archetype. Strength, Dexterity, or Charisma (your choice) is your spellcasting ability for this spell.

## ENHANCED STORM STRIKES

At 10th level, your attacks while using Dance of the Storm become stronger. Now, instead of applying the extra 1d8 lightning or thunder damage once on each of your turns, you apply it to all of your attacks.

Before you use your Thunderstrike ability, you can teleport up to 60 feet away to a space you can see. The damage of your Thunderstrike ability is increased by 1d12 to a total of 2d12.

## LIGHTNING CALLER

Starting at 15th level, you can cast call lightning as a 5th level spell without using a spell slot. Once you use this feature, you must finish a short or long rest before you can use it again.

## MASTER OF THE DANCE

From 18th level, you are constantly under the effects of your Dance of the Storm feature.

As a bonus action, you can gain the following effects for 1 minute:

- You have a flying speed of 60 feet and can hover.
- You are immune to lightning and thunder damage.

Once you use this bonus action, you can't use it again until you finish a short or long rest.



## TWIN LASHER

For those experienced with the whip, taking up a second one can prove to be a rewarding challenge. With a whip in each hand, a skilled user can unleash a dizzying flurry of attacks that are almost impossible to defend against. Building on their previous training with the whip, a twin lasher takes up this practice, bringing down their enemies under an onslaught of lashes.

### WHIP TRICKS

When you choose this archetype at 3rd level, you gain the following benefits while wielding any whip.

- You treat a hand wielding a whip as a free hand to grapple or climb with.
- Your whip has the light property.
- Your whip's reach property also increases the range at which you can shove or grapple.
- You can use a whip to help you climb or cross a gap. You can anchor your whip to a surface that can hold your weight within 10 feet of you as a free interaction with an object, as a bonus action on your turn, or in place of an attack when you use the Attack action on your turn. You can climb the whip and can't fall farther than 10 feet while your whip remains anchored. Anchoring to a surface this way before or during a jump adds 10 feet to the distance you can clear with a jump.

## BLOODY LASH

Starting at 7th level, once per turn, when you hit a creature with a whip attack (not an ability check) you can force it to make a Constitution saving throw. The DC equals 8 + your Strength or Dexterity modifier + your proficiency bonus.

A Construct or Undead automatically succeeds. On a failed save, the target loses 1d10 hit points at the start of each of its turns due to a bleeding wound. Any creature can take an action to stanch the wound with a successful Wisdom (Medicine) check against the same DC. The wound also closes if the target receives magical healing. If the creature fails this saving throw again while it still has a bleeding wound, the hit points lost increase by 1d10.

### SNAPPING HALT

Also at 7th level, when you make an opportunity attack with a whip, you can choose to shove instead of making a melee attack.

### TWIN TAIL TRICKS

Starting at 10th level, you gain an additional reaction each round that you can only use to make an opportunity attack with a whip that you haven't used for a reaction since your last turn. You can't use this reaction on the same turn that you take any other reaction.

### SLICING LASH

Starting at 15th level, when you succeed at an ability contest (such as shove) using a whip against an opponent, you can also deal damage to the target as if you had hit it with the whip.

### STUNNING WHIPCRACK

Starting at 18th level, when you score a critical hit with a whip attack, the target is stunned until the end of your next turn.





# MONK

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to you when making that choice: Way of Ink, and the Way of the Shadowboxer.

## WAY OF INK

The art and tradition of tattooing is steeped in history and lore, encompassing many cultures. The permanent marking of one's body is not only performed for decorative purposes but a significant act that can be potentially life altering. It can change how people see you, either with prejudice for doing something so permanent or respect as a sign of a cultural rite of passage. With so much significance placed on the results, and with mistakes often being irreversible, a dedication to the art and constant practice is a must. Despite all this, many take to the art of tattooing, considering it an honor to inscribe their art upon the most challenging of canvases.

### INVESTED IN THE ART

When you choose this tradition at 3rd level, you can spend 8 hours to ink yourself with a magic tattoo of uncommon or common rarity at no cost. If the tattoo can only be applied in a certain body part or atop another tattoo, you must meet that requirement. Talk with your GM to determine what tattoos are available to you. This tattoo does not count against the number of items you can be attuned to. You cannot use this feature again, unless the tattoo is destroyed or its magic is permanently removed.

If crafting of magic items is part of your campaign, you can ink tattoos on yourself and others. Unlike tattoos gained from this tradition, these follow the normal rules for crafting and using magic items (including attunement, if applicable).

As you gain levels in the monk class, you can acquire more tattoos in the same manner: a tattoo of up to rare rarity at 6th level, one of up to very rare rarity at 11th level, and one of up to legendary rarity at 17th level.

### DANCING TATTOOS

Also at 3rd level, you can spend 1 ki point as an action to cause your tattoos to appear to move about on your skin for as long as you concentrate, as if concentrating on a spell. Creatures within 30 feet who can see you must make a Wisdom saving throw against your Ki save DC. On a failure, the creature is charmed. While charmed by you, it has disadvantage on Wisdom (Perception) checks (which gives it a -5 penalty to passive Perception). The condition ends if you attack or force any creature to make a saving throw, as well as if the creature can no longer see you.

## LIVING GALLERY

At 6th level, in addition to adding another tattoo (see Invested in the Art), while you use Dancing Tattoos you can also alter cosmetic details of the tattoos or add the appearance of new tattoos. You can also move your tattoos across clothes you wear or cause them to extend up to 30 feet onto surfaces you touch. You can use your action to extend your senses from any location you have extended your tattoos to; until you break contact with the surface, your body is blinded and deafened.

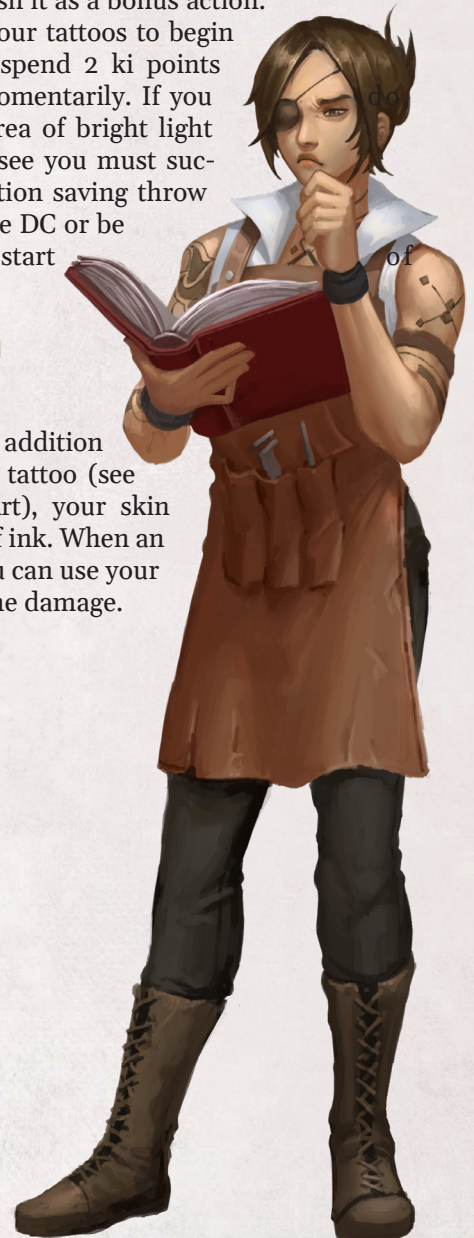
### IRIDESCENT TATTOOS

At 11th level, in addition to adding another tattoo (see Invested in the Art), your tattoos grow magically vivid. You can cause your tattoos to shed light as dim as a candle or as bright as a torch with a bonus action or when you use Dancing Tattoos. The light lasts until you change or extinguish it as a bonus action.

When you cause your tattoos to begin glowing, you can spend 2 ki points to make it flare momentarily. If you creatures in the area of bright light you cast who can see you must succeed at a Constitution saving throw against your ki save DC or be blinded until the start of your next turn.

### MORE INK THAN SKIN

At 17th level, in addition to adding another tattoo (see Invested in the Art), your skin gains the fluidity of ink. When an attack hits you, you can use your reaction to halve the damage.





## WAY OF THE SHADOWBOXER

Monks employing the Way of the Shadowboxer have elevated the fundamental training technique of shadowboxing to a fantastic degree. These monks work in tandem with their shadow, able to use them as a threatening presence to strike or control the battlefield.

### SILHOUETTE STRIKES

Starting when you choose this tradition at 3rd level, you can attack enemies with your shadow. As long as you are in light (not darkness), when you use Flurry of Blows you can choose to have your shadow deliver any number of these attacks. When attacking with your shadow, increase your reach by 10 feet, and the damage type is psychic. Your shadow normally occupies the same space as you. You and your shadow grapple creatures separately. Your shadow uses Dexterity (Acrobatics) checks for the ability contest to grapple instead of Strength (Athletics) checks.

You can also use the reach of your shadow to interact with objects as if you were using your own hands, but you have disadvantage on any ability check using your shadow to use a tool or manipulate an object. It has a carrying capacity of 5 pounds times your Strength score. It can't make weapon attacks. The shadow doesn't use or benefit from items you hold in hand, although you can hand items off to it, take an item from it, or have it draw an item you carry on your person once per turn in addition to your usual free interaction with an object.

### SHADOW CASTING

Starting at 6th level, you can control your shadow more finely. You no longer have disadvantage on ability checks using items with your shadow.

As a bonus action, you can spend a ki point to send your shadow up to 60 feet away from you to a space you can see. The space must not be in complete darkness. You can still use it to make Flurry of Blows attacks while it is separated from you. You can use your shadow to take opportunity attacks while it is separated from you (its reach is 10 feet greater than yours and it deals psychic damage). Whenever you use your Flurry of Blows while your shadow is not in your space, you can move your shadow up to 30 feet (before, during, or after the attacks) to a location you can see that is not in complete darkness. After 10 minutes or after you end your turn more than 60 feet from your shadow or with your shadow in the space of another creature or object, it returns to your space.

## SHADOW FORM

Starting at 11th level, you can spend 1 ki point as a bonus action to teleport to your shadow's location, bringing along objects weighing no more than your carrying capacity. When you teleport, you can send your shadow to the location you teleported from and have it take with it objects it carries weighing up to its carrying capacity.

### FLURRY OF SHADOW AND FIST

At 17th level, whenever you hit a creature with an attack by your shadow during your turn, you can spend 1 ki point to make a melee attack yourself. While your shadow is in a different location from you, you get an extra reaction every round which you can only use to make an opportunity attack with your shadow. You can't make opportunity attacks both yourself and using your shadow on the same turn.

## RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the Player's Handbook: the Crimson Adept, the Mist Strider, the Shatterwolf, and the Spirit Warden.

### CRIMSON ADEPT

The art of blood magic—a rare form of vitamancy—is as old as folklore and as dangerous as any fiendish pact. Although most who meddle with it end up lost in dark paths, those who can seize the strength of their bodies and minds to endure its implications may end up finding more power within themselves that others could barely aspire to have. As a ranger of the crimson torrent, you have learned to employ your blade as a conduit between your own life force and that of your enemies.

### CRIMSON TORRENT STANCE

When you choose this archetype at 3rd level, you learn to channel life force through your primal magic. While you concentrate on any spell, the first time on each of your turns that you deal damage to a creature other than a Construct with a melee weapon attack or unarmed strike, you regain hit points equal to half your level.



## VITAMANCY

Also at 3rd level, you gain access to vitamancy. To use any Vitamancy power, you must spend hit points as listed for your ranger level on the Shaman table on page xxx. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly).

You start with the Vitamancy power listed below. Some Vitamancy effects require saving throws. When you use such an effect from this class, the DC equals your sorcerer spell save DC.

**Bleeding Wound.** Whenever you hit a creature with a weapon attack on your turn, you can pay your vitamancy cost as a bonus action to give that creature a bleeding wound. The bleeding creature takes 1d4 necrotic damage at the start of each of your turns for each time you've wounded it and it can then make a Constitution saving throw against your spell DC, ending the effect of all bleeding wounds on it on a success. The wounded creature or any creature within 5 feet of it can use an action to make a Wisdom (Medicine) check against the same DC, ending the effect of all such wounds on a success.

The amount of damage increases at higher levels, to 2d4 necrotic damage per wound at 7th level, 3d4 damage at 11th level, and 4d4 damage at 15th level.

## IMPROVED VITAMANCY

At 7th level, you gain the following vitamancy powers.

**Blood-Fueled Focus.** You can cast a ranger spell you know without expending a spell slot by paying your vitamancy cost instead. Once you use this vitamancy power, you can't use it again until you finish a short or long rest.

**Cruentus Surge.** When you take the Attack action, you can pay your vitamancy cost to alter one attack you make with a piercing or slashing melee weapon so that it echoes throughout an area: a 15-foot line if the weapon deals piercing damage or a 10-foot cone if the weapon deals slashing damage. Make a single melee weapon attack roll and compare the result to all creatures in the area. Each creature you hit gets a bleeding wound as if from your Bleeding Wound vitamancy power. Even if you hit multiple creatures this way, you regain hit points with your Crimson Torrent Stance feature as if you had only hit once.

At 15th level, the area increases to a 30-foot line with a piercing weapon or a 15-foot cone with a slashing weapon.

## FLAWLESS CRIMSON TORRENT STANCE

Starting at 11th level, your Crimson Torrent Stance feature can regain your hit points any number of times each turn (as long as you concentrate on a spell). Hitting multiple creatures with your Cruentus Surge vitamancy power regains twice as many hit points for you (but not more even if you hit more than two creatures).

## RIVER OF VITALITY

Starting at 15th level, your Bleeding Wound leaves a lasting connection between you and your opponent. Whenever a creature takes necrotic damage from your Bleeding Wound, you gain 5 temporary hit points. Damage you take while you have these temporary hit points (even if the damage depletes all of them) can't break your concentration on a spell. When a creature with one of your Bleeding Wounds drops to 0 hit points, you get an extra action on your next turn that you can only use to take the Attack (single action only), Dash, Disengage, Hide, or Use an Object action.





## MIST STRIDER

Your connection with the material plane is unusually fragile, and as you move through space, you find yourself teleporting over short distances.

### MISTY STRIDE

When you choose the Mist Strider archetype at 3rd level, you can cast the *misty step* spell a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest. You can also cast *misty step* using your spell slots once you have any of a high enough level. It is a ranger spell for you and doesn't count against your number of ranger spells known.

When you hit a creature with a melee weapon attack or unarmed attack after teleporting on the same turn and before moving, you deal an additional 1d4 force damage to the target.

### BEHIND YOU

Starting at 7th level, when you teleport, you have advantage on your next melee attack or ability check to shove in the same round, as long as you don't move before making the roll. The extra force damage from your Misty Stride feature increases to 1d8.

### FORCEFUL TELEPORT

Starting at 11th level, you can expend a use of Misty Stride as an action to cast the *dimension door* spell instead.

*Dimension door* is a ranger spell known for you, which you can cast once you have 5th-level spell slots. It doesn't count against your spells known.

### TELEPORT ASIDE

Also at 11th level, you can cast *misty step* as a reaction without spending a spell slot when a creature hits you with an attack. Add your proficiency bonus to your AC against the attack, which can cause the attack to miss. If the attack still hits you, you arrive at an unoccupied location within range chosen at random by the GM rather than where you intended. Once you use this feature, you can't use it again until you finish a short or long rest or until you spend a spell slot of at least 3rd level to recharge it (no action required).

### TELEPORT FLURRY

At 15th level, when you take the Attack action, you can make it into a Teleport Flurry as a bonus action. Each attack you make with your Attack action can target two different creatures within 30 feet. For each attack, make a single attack roll and compare the result with the AC of both targets. You get the benefits of your Behind You feature on all your attacks during this action. You end your Teleport Flurry next to one of the creatures you attacked.

Once you use this feature, you can't use it again until you finish a short or long rest or until you recharge it by spending two uses of Misty Stride or a spell slot of at least 4th level (no action required).





## SHATTERWOLF

The elite strike force known as the Shatterwolves are named after the concordine, a beast that uses its ear-piercingly loud barks to disorient and hunt their prey. Much like their namesake, a Shatterwolf has mastered the secret technique of the sonic charge. This allows them to deliver devastating sonic attacks with their whips, or even deafen their targets. With the benign appearance of their whips allowing them to move and do their work with little interruption. Few suspect the devastating power they can wield and even fewer suspect it from their weapon of choice. Either through membership or stolen secrets, you have begun to walk the same path. Whip in hand, sonic charge at the ready.

### WHIP MAGIC

You learn additional spells as you gain levels, as listed on the Shatterwolf Spells table. Each spell is a ranger spell for you, but doesn't count against the number of ranger spells you know. You must crack a whip as a material and somatic component to cast any of these spells instead of its usual components.

#### SHATTERWOLF SPELLS

RANGER LEVEL	SPELLS
3rd	<i>thunderwave</i>
5th	<i>shatter</i>
9th	<i>fear</i>
13th	<i>confusion</i>
17th	<i>hold monster</i>

### THUNDEROUS CHARGE

Starting when you choose this archetype at 3rd level, whenever you hit a creature with a whip attack, you can choose either to deal an extra 1d8 thunder damage or to deafen the target for 1 round. You can use this ability only once per turn.

### SNAPPING HALT

At 7th level, when wielding a whip, you can use the whip's reach when making shove attacks. When you successfully use a whip to shove, you can choose to pull the target 5 feet closer to you. Additionally, when you make an opportunity attack with a whip, you can choose to shove instead of making a melee attack.

### IMPROVED THUNDEROUS CHARGE

At 11th level, the extra thunder damage from your Thunderous Charge changes to 1d12.

### STUNNING BARK

Also starting at 11th level, if you roll a natural 20 on an attack roll with a whip, the target is stunned until the end of its own next turn. A creature that can't hear is not stunned but loses the ability to take reactions or bonus actions instead.

### SONIC IMPACT

At 15th level, when you use Thunderous Charge, you can choose to deal the extra thunder damage to all creatures in a 10-foot sphere centered on the target (excluding you).

### THUNDER RESISTANCE

Also at 15th level, you gain resistance to thunder damage.





## SPIRIT WARDEN

You're under the protection of an entity from the natural world, one you can't see but only feel, always watching, whispering ... lurking.

### WARDEN MAGIC

You learn the hunter's mark spell as well as additional spells as you gain levels, as listed on the Hunter Spells table. Each spell is a ranger spell for you, but doesn't count against the number of ranger spells you know. If you already know the spell, you can learn another ranger spell of the same level instead.

In addition to the normal effects of the spell, the target of your hunter's mark has disadvantage on saving throws against your spells, and you have resistance to damage it deals with weapons.

### WARDEN SPELLS

RANGER LEVEL	SPELLS
3rd	<i>hunter's mark</i>
5th	<i>warding bond</i>
9th	<i>spirit guardians</i>
13th	<i>phantasmal killer</i>
17th	<i>dream</i>

### HAUNTING EFFIGY

Also at 3rd level, as a bonus action while you concentrate on the *hunter's mark* spell, you can cause an effigy of your quarry made of dry wood, cloth, or wax to appear in an unoccupied square within 10 feet of you. The effigy is a Medium object with AC 15, hit point equal to twice your level, and immunity to poison and psychic damage. Your quarry has disadvantage on saving throws against your ranger spells while you are both within 40 feet of the effigy. The effigy self-destructs after 1 minute, when you change your prey, or when your *hunter's mark* spell ends.

### SPONTANEOUS IMMOLATION

Starting at 7th level, when you hit your quarry with a weapon attack, you cause the target to catch fire as a bonus action. Until someone takes an action to douse the fire, that creature takes 1d10 fire damage at the start of each of its turns.

### FRIGHTENING EFFIGY

Starting at 11th level, your Haunting Effigy fills the minds of nearby creatures with dreadful chanting as the air goes still, vines overgrow, and the shadows start moving on their own. The area within 30 feet of the effigy is difficult terrain. Each creature within 20 feet of the effigy other than those you choose to exclude who start their turn in the area must make a Wisdom saving throw. On a failed save, the creature becomes frightened until the start of its next turn.

### BONDED EFFIGY

Starting at 15th level, you can redirect damage you take to a Haunting Effigy you created that is within 40 feet. You cannot redirect poison or psychic damage this way. In addition, you can conjure your Haunting Effigy as part of casting hunter's mark using a spell slot of 5th level or higher (no further action required).

### MASTERFUL HUNTER

Also at 15th level, the extra damage from your hunter's mark spell increases to 2d6.

## ROGUE

At 3rd level, the rogue gains the Roguish Archetype class feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Eldritch Investigator and the Stalker.

### ELDRITCH INVESTIGATOR

You leverage mystic arts to help your investigations and specialize in detecting the unavoidable traces of magic left on crime scenes.

### QUICK ANALYSIS

Starting when you choose this archetype at 3rd level, you can use the bonus action granted by your Cunning Action to take the Search action or to cast a divination spell with a casting time of 1 action or less.

### SPELLCASTING

Also at 3rd level, you gain the ability to cast spells.

**Spell Slots.** The Eldritch Investigator table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



**Spells Known of 1st Level and Higher.** You know two 1st-level spells of your choice from the warlock spell list, as well as the spells listed in the Bonus Spells column of the Eldritch Investigator table.

The Spells Known column of the table shows when you learn more warlock spells of your choice. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which must still follow the rules above.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your warlock spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier



#### THE ELDRITCH INVESTIGATOR

ROGUE LEVEL	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	BONUS SPELLS
3rd	1	3	—	—	—	—	<i>Detect magic, identify</i>
4th	2	3	—	—	—	—	
5th	2	4	2	—	—	—	<i>Locate object, see invisibility</i>
6th	3	4	2	—	—	—	
7th	3	4	3	—	—	—	
8th	3	4	3	—	—	—	
9th	3	4	3	2	—	—	<i>Clairvoyance, counterspell</i>
10th	4	4	3	2	—	—	
11th	4	4	3	3	—	—	
12th	5	4	3	3	—	—	
13th	5	4	3	3	1	—	<i>Arcane eye, locate creature</i>
14th	6	4	3	3	1	—	
15th	6	4	3	3	2	—	
16th	7	4	3	3	2	—	
17th	7	4	3	3	3	1	<i>Contact other plane, scrying</i>
18th	8	4	3	3	3	1	
19th	8	4	3	3	3	2	
20th	9	4	3	3	3	2	



### ELDRITCH STRIKE

You can deal Sneak Attack damage when you hit with a spell attack.

### THE MORE YOU KNOW

At 9th level, when you deal sneak attack damage to a creature, you learn of three spells that creature can cast of the GM's choice starting from the highest level that creature can cast, that you have not previously learned of with this ability.

### ELDRITCH CALCULATION

At 13th level, when a creature casts a spell you learned of with your The More You Know feature, you have advantage on saving throws against that spell, and the caster has disadvantage on spell attacks rolls to hit you with it.

### DISARM MAGIC

At 17th level, when you deal Sneak Attack damage to a creature, choose one spell you have learned of with The More You Know ability. The creature cannot cast that spell until the end of your next turn.

## STALKER

You slip through the shadows without a sound. You make your move quickly and quietly before anyone has a chance to notice you. Cutting throats and stabbing backs are your specialties, and you're not afraid to use them.

### SILENT ABDUCTION

When you choose this archetype at 3rd level, you learn to strike deftly, muffling the sounds of your target.

When you make a successful melee attack or successful Strength (Athletics) check to grapple while hidden, you can drag the target up to 5 feet in any direction and it becomes hidden, using your Dexterity (Stealth) check result, until the end of your next turn or until the target moves at least 5 feet away from you.

Additionally, the creature cannot make any sound, preventing creatures from noticing it using hearing alone, and cannot use actions that require speaking or making sound, such as thunder attacks or casting spells which include a verbal component for as long as it remains hidden this way.

### VANISH IN SHADOWS

Also starting at 3rd level, you can attempt to Hide even when you are only lightly obscured by dim light.

### SHIFTING BODY

At 9th level, when an opponent attacks you and misses, you can either Hide (if you are in a suitable location) or move up to half your speed as a reaction. This movement doesn't provoke opportunity attacks.

### OBSCURING STRIKE

At 13th level, when you score a critical hit, the target is blinded until the end of your next turn.

### DEEPER SHADOWS

At 17th level, you can Hide when in dim light or darkness even against creatures with darkvision or truesight.

## SORCERER

The following sorcerous origin is available to any sorcerer.

### VITAMANCY

*"Blood and chlorophyll, oil and essence, those vital fluids and energies that give us life are not without further use. Learn the ways of the vital source and you too shall see; we are constrained only by what we refuse to sacrifice."* — Avist Ross, Vitamancer

Throughout history, various practitioners of magic have sought means to transcend the bounds of conventional magic, and some have succeeded—at a cost. A vitamancer drains their own life-force, both physically and metaphysically, to power their magic. Though the earliest forms of this practice was known as hemomancy or blood-magic, the practice has since evolved to include modifications that allow any sufficiently practiced mage to unleash their power, albeit at a cost.





The following Sorcerous Origin is for sorcerers who draw their magic from some manner of vitamancy. They might have been sought out blood magic for their own power or been exposed to it accidentally, perhaps exposed to necromantic magic or drained by a vampire.

## VITAMANCY

You are a practitioner of the unconventional art of Vitamancy, allowing you to use vital essence as a resource. To use any Vitamancy power, you must spend hit points as listed for your sorcerer level on the Shaman table on page xxx. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly).

You start with the Vitamancy power listed below.

**Vital Sorcery.** Whenever you spend sorcery points (such as to create a spell slot or to apply a Metamagic option), you can pay your vitamancy cost to reduce the number of sorcery points you must spend by an amount determined by your sorcerer level on the table below (to a minimum of 0).

Once you use this power, you can't use it again until you finish a short or long rest.

## VITAMANCY SPELLS

You learn a number of spells that build upon your talent for vitamancy. Each time you reach a sorcerer level listed on the table below, you learn the listed spells. It is a sorcerer spell for you and doesn't count against your number of sorcerer spells known.

SORCERER LEVEL	SORCERY POINT DISCOUNT	SPELLS KNOWN
1st	1	<i>Animal friendship, healing word, inflict wounds</i>
3rd	2	<i>Aid, lesser restoration</i>
5th	3	<i>Animate dead, counterspell, essence flow (page xxx)</i>
7th	4	<i>Conjure woodland creatures, death ward</i>

SORCERER LEVEL	SORCERY POINT DISCOUNT	SPELLS KNOWN
9th	5	<i>Antilife shell, mass cure wounds</i>
11th	6	—
15th	7	—

## IMPROVED VITAMANCY

Starting at 6th level, your vitamancy powers improve. You can use Vital Sorcery twice between rests. In addition, you gain the following Vitamancy power.

**Drowning Life-Force.** You can funnel your life energy to drown out hostile magic. When you cast an abjuration spell and must make an ability check to succeed (such as with counterspell or dispel magic against a spell of a higher level), you can pay your vitamancy cost to add your proficiency bonus to the check.





## STEAL ESSENCE

At 10th level, you learn to steal the life energy to pay for your vitamancy from your enemies. If you would pay your vitamancy cost, you can pay 2 sorcery point to force a creature you can see within 30 feet to attempt a Constitution saving throw against your spell save DC. On a failed save, the target loses hit points equal to your vitamancy cost instead of you. If the creature didn't have that many hit points, it loses enough to drop to 0 hit points and you must pay the remaining hit points yourself. On a successful save, you pay the vitamancy cost yourself normally. You can't Steal Essence from the same creature again until you finish a long rest; if you try, it automatically succeeds at its saving throw.

## ROTE VITAMANCY

Starting at 18th level, you can use Vital Sorcery three times between rests.

## VITAL CONCENTRATION

Also at 18th level, you learn to split off a fraction of your life force to sustain a spell that would normally dominate your thoughts. When you cast a spell of up to 5th level with a duration of concentration, you can pay your vitamancy cost to change the spell's duration to 1 minute. (It doesn't require concentration.)

## WARLOCK

The following options can be chosen by a warlock of the appropriate level.

### PACT BOON

The following Pact Boons can be chosen by any warlock at 3rd level.

#### PACT OF THE OBELISK

Your patron gifts you a Medium obelisk inscribed with ominous scenes and eldritch text. Its decorations change when no one is looking at it. The obelisk has AC 17, hit points equal to three times your level, and immunity to poison and psychic damage. As an action, you can conjure your obelisk from anywhere to an unoccupied space within 30 feet. When you cast a spell, if the obelisk is within range of the spell, you can have the spell originate from the obelisk, using its space to determine range and line of effect. Its features momentarily change to depict symbols related to the spell you cast.

You can only have one obelisk at a time. You can also return the obelisk to its previous location as a bonus

action. If the obelisk is destroyed or otherwise impossible to conjure, you can make a token offering to your patron in a 1-minute ceremony to receive a new one; your previous obelisk then turns to dust.

#### PACT OF THE RELIQUARY

Your patron gifts you a reliquary: a small chest, collapsible shrine, or other portable container for a relic touched by your patron's power. As a bonus action, you can touch the reliquary to give any number of creatures other than yourself within 10 feet of you temporary hit points equal to your Charisma modifier. The hit points last until the end of your next turn. If you lose the reliquary, you can perform a 1-hour ceremony to receive a new reliquary; doing so destroys the old one.

## ELDRITCH INVOCATIONS

The following Eldritch Invocations can be chosen by any warlock that meets its prerequisites.

#### AGGRANDIZE

You can cast *heroism* without expending a spell slot. The target can end the spell as a reaction to reroll its own failed saving throw or missed attack roll. You can't use this invocation again until you finish a short or long rest.

#### INSTANT OBELISK

*Prerequisite: 5th-level warlock, Pact of the Obelisk feature*

You can conjure your obelisk as a bonus action. It can appear at a range of up to 60 feet, but it must still be within range of a spell for you to relay that spell through it.

### YOUR PACT BOON

The appearance of a pact boon varies based on your warlock patron.

**Pact of the Obelisk:** If your patron is a fey, the created obelisk may appear weathered and ivy-covered with writing carved in Sylvan. If you serve a fiend, the obelisk might be made of black stone or metal and glow with glyphs in Abyssal or Infernal. If your patron is an eldritch entity, the obelisk may curve or angle in unnatural ways and bear unreadable, yet maddening script.

**Pact of the Reliquary:** If you serve a powerful fey, the area of your refuge fills with floating petals and smells of flowers. If a fiend is your patron, the area of your refuge appears shadowed or smoky (though not enough to effect vision) and smells of brimstone. If your patron is an eldritch entity, colors become saturated and unnatural in the area of your refuge, and time and space flow unexpectedly.



## LESSON OF DELIRIUM

*Prerequisite: 9th-level warlock*

As a bonus action you cause a target you can see within 60 feet to suffer double-vision. A creature that can't be blinded is immune to this invocation. While this effect persists, the creature's speed is halved, it has disadvantage on attacks, and attacks against it have advantage. At the end of the creature's next turn, it must make a Wisdom saving throw against your spell DC. On a successful save, the double-vision ends. If the saving throw fails, the condition lasts for 1 minute; the creature can make a new saving throw at the end of each of its turn to end the duration. You can't use this ability again until you finish a long rest.

## LESSON OF ENIGMA

You learn the spells *command* and *paradox inception* (page 25). They don't count against your number of warlock spells known.

## SHELTER OF PROVIDENCE

*Prerequisite: 7th-level warlock, Pact of the Reliquary feature*

The aura your reliquary provides increases to 20 feet and any time a creature with temporary hit points from the reliquary takes damage, you can use your reaction to reduce the damage by half.

In addition, you can set up a shrine centered on your reliquary with a 10-minute ceremony. You and any number of allies can participate by touching the reliquary. Once you finish, each creature who touched the obelisk gains temporary hit points from the reliquary at the start of its turn if it is within 20 feet of the reliquary (no action required) until the end of its next turn. This shelter ceases to grant temporary hit points this way when the reliquary is moved.

# WIZARD ARCANE TRADITIONS

## ARSENAL MAGIC

Most workers of the arcane bring their spells to bear at their fingertips, casting spells to astonish and amaze. Although sometimes they may use a staff or a wand, to them they are mere tools. To a worker of Arsenal Magic, they are not just tools, but weapons of war to strike against their foes and conjure devastating spells. An arsenal mage will still stand side by side with their allies peppering their foes with spells while they use their "arsenal" to strike out at those who would dare to strike them.

Trained to stay in the thick of battle, arsenal mages are trained in the use of armor and how to make use of their spells to keep them in the fight for longer. Leaning on their practice and training an Arsenal Mage is a powerful sight to see as they stride across the field of battle the combination of unique martial training and arcane specialization. Whether with staff or wand you raise them as weapons, and with every new one acquired, another addition to your arsenal. In your hands they are truly a weapon perfected for both battle and magic.

## ARMED AND ARMORED

When you choose this Arcane Tradition at 2nd level, you gain proficiency with light armor. You can wield a wand as if it were a dagger. Any magic staff or wand you use as a weapon counts as a magic weapon for the purpose of overcoming damage resistance and immunities.

## ARSENAL BLAST

Also starting at 2nd level, while you have an arcane focus in hand, you can cast *eldritch blast*.

## MINIMIZE FUMBLE

Starting at 6th level, if you make a spell attack roll and miss, you have advantage on your next spell attack roll you make before the end of your next turn.





### RESERVATION CANTRIP

Also starting at 6th level, when you make a spell attack with a cantrip and miss, or a target makes a successful saving throw against a cantrip you cast, you can use your bonus action to cast a different cantrip with a casting time of 1 action or less. You cannot do so again until you finish a short or long rest.

### CRITICAL RECHARGE

Starting at 10th level, when you cast a spell with an arcane focus in hand, and you roll a natural 20 on your spell attack roll or a target rolls a natural 1 on their saving throw, you can either have the arcane focus regain one charge (if it is a magic item that uses charges) or you gain temporary hit points equal to the spell's level (1 for a cantrip).

### ARCANE QUICKENING

At 14th level, you can cast a spell with a casting time of 1 action as a bonus action as long as you use an arcane focus. You cannot do so again until you finish a short or long rest.

## BATTLEFIELD MAGIC THEORY

You've long held the belief that although magic can be purely academic, its place in practical applications can't be ignored. You read and write long scholarly treatises on these subjects as well as military history.

### SWIRLING ROBES

Starting when you choose this arcane tradition at 2nd level, if you are wearing no armor and using no shield, when you cast a prepared spell (not a cantrip), you can spend a bonus action to cause attacks against you to have disadvantage until the beginning of your next turn.

### UNWEAVE

At 6th level, when you can see a creature within 60 feet casting a spell, you can attempt to reduce its potency as a reaction if you have an unused spell slot of equal or higher level. You expend a spell slot of the lowest sufficient level.

When you do, you have advantage on saving throws against the triggering spell, and the caster of that spell has disadvantage on spell attack rolls against you.

If the triggering spell was cast with a spell slot of higher level than the spell, the effects of the spell are as if that spell slot were one level lower (the higher level spell slot is still expended). You can't use this reaction if you have no available spell slots of sufficient level.

### SPELL RECLAMATION

Starting at 10th level, if you miss with a spell attack roll for a prepared spell of 3rd level or lower, you retain the spell slot and can cast it again on a subsequent turn. You cannot use this feature again until you finish a long rest.

Once you reach 14th level, you can retain a spell slot up to 5th level.

### FORTUNATE SPELL

Also starting at 14th level, when you cast a spell, you can choose to have advantage on the spell attack roll, or for a target to have disadvantage on their saving throw. You cannot do so again until you finish a long rest, unless the spell attack roll misses, or the saving throw succeeds.





## INSCRIPTION

To most spellcasters, cantrips are nothing but basic and simple spells. But you've learned how to make more of them. By drawing magical sigils on the ground, you can turn basic cantrips into complex and powerful spells.

### ARCANE KNIFE

When you choose this Arcane Tradition at 2nd level, you gain the *arcane knife* cantrip. This doesn't count against your number of cantrips known.

### INSCRIBE SIGIL

Also at 2nd level, learn to create a sigil in a 5-foot square you occupy as a bonus action. The sigil persists for 1 hour, but its effects only apply while you are in the space with the sigil and end if you leave that space. The effect resumes if you return to the sigil while its duration lasts. The sigil remains in that square until you dismiss it (as an action) or create a new sigil. At 2nd level, you can choose from two sigils:

**Elemental Sigil.** When you cast a cantrip that deals damage, the sigil becomes infused with that energy until the start of your next turn. When a creature within 5 feet of you hits you with a melee attack, they take damage of the infused type equal to half your level. The sigil cannot be infused with more than one type of damage at a time.

When you cast *arcane knife*, you can choose to deal acid, cold, fire, or lightning damage instead of force damage.

**Sigil of Protection.** When you cast a cantrip, opponents have disadvantage on attack rolls against you until the start of your next turn. If the cantrip allows you to make a ranged attack, you do not have disadvantage on that roll for being within 5 feet of a hostile creature.

### SHARED SIGIL

At 6th level, you can choose to have your sigil cover a 10-foot square, you must occupy at least part of that space when the sigil is created. In addition, your allies gain the effects of your sigils as long as they are within its space.

## ADDITIONAL SIGILS

Starting at 10th level, you can also choose from the following sigil.

**Sigil of Sluggishness:** When you cast a cantrip, you can have one target make a Wisdom saving throw against your spell DC. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last until the start of your next turn.

**Sigil of Speed:** You can cast a cantrip with a casting time of 1 action as a bonus action.

### COMPLEX SIGIL

At 14th level, when you create a sigil, it has the effects of two different sigils you know.







## CHAPTER 3

### FEATS



## ANCESTRY FEATS

This section introduces a number of feats unique to the bovia and gnosite ancestry options.

### ASTERION'S GUIDANCE

*Prerequisites:* 12th-level bovia (minotaur), proficiency in Survival

Your minotaur instincts give you the following benefits:

- Your Intelligence and Wisdom scores each increase by 1, to a maximum of 20.
- You never get lost. You automatically succeed at all ability checks to navigate or track creatures as long as the DC is 25 or less.

### BONECRUSHER

*Prerequisite:* 8th-level bovia

You have trained extensively with your hooves, giving you the following benefits:

- Your Strength, Dexterity, or Constitution score increases by 1, to a maximum of 20.
- Whenever you hit a prone creature with your hoof unarmed attack, it must succeed at a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or become injured until it regains all its hit points. If you have the Stomping Rush feat, creatures that you knock prone using that feat also become injured until they regain all their hit points. While a creature is injured this way, it subtracts your proficiency bonus from the damage it deals with weapons and unarmed attacks.

### BOVIAN WEAPON MASTERY

*Prerequisite:* bovia, proficiency with the blowgun, horn slicer, maul, pusher pike, or light hammer

You have trained extensively with your traditional bovia weapons. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When you hit a creature with a horn slicer, maul, pusher pike, or light hammer, you can attempt a Strength (Athletics) check to shove it as a bonus action.
- When you critically hit a creature and deal damage with a blowgun, horn slicer, maul, pusher pike, or light hammer, until the start of your next turn it can't take bonus actions or reactions, and it can't make more than one attack using the Attack action.

### CLEAR SKIES

*Prerequisite:* bovia

Nothing brightens your heart like a clear sky above and grass beneath your hooves. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on saving throws against effects that deal cold damage, that use ice or water, or that would restrain you.
- When in terrain with grass such as plains, forest, or swamp or under a clear sky, you have advantage on saving throws against effects that would give you the charmed or frightened condition.

### FOREST RUNNER

*Prerequisite:* bovia (Anoa)

You have trained to scramble through tight spaces with incredible confidence, giving you the following benefits:

- Your Dexterity or Wisdom score increases by 1, to a maximum of 20.
- Difficult terrain doesn't cost you extra movement in forests or other areas of foliage, undergrowth, or trees.
- Squeezing also doesn't cost you extra movement unless you are squeezing through difficult terrain or the space is so narrow that you have to succeed at a Dexterity (Acrobatics) check to move.
- Your walking speed increases to 40 feet.

### HERD IMMUNITY

*Prerequisites:* 16th-level bovia, damage resistance or immunity

A herd is strongest when it sticks together. You have learned tricks to share your protections with your chosen herd. As long as you are not incapacitated, you can grant damage resistance to all your allies within 30 feet of you who can hear your voice. The damage type must be one that you have resistance or immunity to. If you have immunity or resistance to more than one type of damage, you can change the choice of which type you grant as a bonus action.



## LONGHORN

### *Prerequisites: bovia*

Your horns are longer and sharper than other bovians, well-suited for sweeping your opponents aside in combat, giving you the following benefits:

- You roll d10 for damage with your horn unarmed strikes.
- The damage your horns deal counts as magical for the purpose of overcoming damage resistance and immunity.
- When you deal piercing damage to a creature with your horns after moving at least 20 feet in a straight line, you can move it 5 feet to an unoccupied space.
- Your horns are long and strong enough to impale your foes. When you score a critical hit that deals piercing damage to a creature with your horns, you automatically grapple the target if it is no more than one size larger than you.

## PATIENT STRIDE

### *Prerequisite: bovia*

Training to strengthen your already naturally extreme endurance given you the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- When your group travels with mounts, animal-pulled vehicles, or other ways to travel faster using creatures, you can travel at twice a fast pace for 30 additional minutes before you must slow down.
- You and any group you travel with can travel for an additional hour before they must begin a forced march to continue.
- You have advantage on saving throws to avoid gaining one or more levels of exhaustion.

## RESILIENT FUR

### *Prerequisites: 12th-level bovia, resistance to cold damage*

Your fur grows even thicker and stronger than that of your kin, allowing you to survive in the harshest of climates. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have immunity to cold damage and the effects of cold environments.
- While you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

## STAMPEDING RUSH

### *Prerequisite: bovia*

Though bovians are not known for their aggression, you all know the devastating effectiveness of a well-timed charge. You gain the following benefits:

- You can Dash as a bonus action. For the rest of your turn after you Dash, you can move straight through the space of any creature that you moved at least 10 feet directly toward if the creature is the same size as you or smaller.
- You can knock creatures over when you Dash through their space or hit them with an attack after moving at least 10 feet straight toward them. The creature must attempt a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, it takes damage equal to your Strength modifier and falls prone. You can't force that creature to make a saving throw against this feat again until the start of your next turn.
- When any creature falls prone, you can use your reaction to attack it with your hoof.

## STRONGER TOGETHER

### *Prerequisite: bovia*

A true member of the herd, you believe in strength in unity. As long as you are within 5 feet of an ally and not incapacitated, you can protect yourself and allies within 5 feet. Attack rolls targeting you or an ally within 5 feet that would be made with advantage are instead rolled normally.

## THUNDEROUS BELLOW

### *Prerequisite: bovia*

Your shouts not only strike fear, but are so loud it hurts to hear them. You gain the following benefits:

- Your Constitution or Charisma score increases by 1, to a maximum of 20.
- Your massive lungs are very durable. You can hold your breath for 5 minutes longer than usual and you have advantage on saving throws against inhaled effects (such as a poison cloud).
- As an action, you can make a Charisma (Intimidation) check to frighten any number of creatures within 60 feet that can hear you and that you can see or hear. Compare your check result to the DC for each opponent, which equals 10 + the target's Wisdom saving throw modifier. Any of your opponents who can't see you because there is a wall in the way have their DC for this check reduced by 2. Each opponent you succeed against is frightened of you until the start of your next turn and takes thunder damage equal to your proficiency bonus.



## CAPTIVATING STORYTELLER

*Prerequisites: gnosite, proficient in Performance*

You've got a knack for telling stories in a way that draws people in; a time-honored tradition, if ever there was one among the gnosite. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1, to a maximum of 20.
- You can cast the *enthrall* spell once without expending a spell slot. Your spellcasting ability is the ability you increased with this feat. If you are 10th level, you can cast *legend lore* once using this feat as well. You regain all uses of this feat when you finish a long rest.

## EARTH MAGIC

*Prerequisites: 8th-level gnosite*

The last time you reincarnated, you took a bit of primal magic with you, giving your new body some of those abilities. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- You can cast *meld into stone* and *stone shape* once each without expending a spell slot. Your spellcasting ability is the ability score you increased with this feat. You regain all uses of this feat when you finish a long rest.

## EMBODIMENT OF THE EARTH

*Prerequisite: 12th-level gnosite, ability to cast a spell*

You become a conduit of the stone and earth of the material plane. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- As an action, you can magically transform yourself into an **earth elemental**. Your game statistics, including mental ability scores, are replaced by the statistics of the elemental. You retain your alignment and personality. The transformation lasts for 1 hour, until you use your action to end it, or until you drop to 0 hit points or die. You have the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment. Once you transform using this feat, you can't transform again until you finish a long rest.

- You can cast *wall of stone* once without expending a spell slot. You regain the use of this option after you finish a long rest.

## HANDCARVER

*Prerequisites: gnosite*

You are able to coax stone into new shapes with your bare hands as though carefully shaping clay. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You become proficient with mason's tools and you can use your bare hands as mason's tools. You have advantage on ability checks using mason's tools (or your bare hands) to force open stone doors or break down stone structures.
- Your unarmed strikes are magical for the purpose of resistance and immunity to damage from nonmagical attacks, and you deal double damage to stone structures (including stone traps) with your unarmed strikes.
- You can use mason's tools (or your bare hands) to attempt ability checks to disable traps embedded in stone.

## INDESTRUCTIBLE GNOSITE

*Prerequisite: 12th-level gnosite (Granite)*

Your body is so solid you are practically indestructible. You have resistance to all piercing and slashing damage, even if it is magical.

## LIVING JUGGERNAUT

*Prerequisite: gnosite*

The stone your body is made from is so thick and strong it rivals the best crafted armors. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- When you aren't wearing armor, you can choose for your Armor Class to be 19 (instead of adding any ability score modifier). You can't wear medium armor. Shields and other bonuses apply normally.



## MAGMA STRIKE

*Prerequisite: 8th-level gnosite (Caldera)*

The magmatic stone you are made of allows you to withstand heat and flames. You gain the following benefits:

- You have resistance to fire damage.
- Once on each of your turns when you hit with your unarmed strike, your fist swells and cracks open to reveal a bright magma core. You deal an additional 1d6 fire damage.

## MASTER OF EARTH MAGIC

*Prerequisite: 16th-level gnosite, ability to cast a 5th-level spell*

You become a conduit of the stone and earth of the material plane. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can cast *move earth*, *earth warp* (below), or *earthquake* without expending a spell slot. Once you cast any of these spells, you can't use this feat to cast any spell until you finish a long rest.

## ONE WITH THE MOUNTAIN

*Prerequisites: gnosite*

You are one with the mountain and the mountain is one with you. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Climbing doesn't cost you extra movement and doesn't require your hands.
- When in mountainous areas, in caves, or moving through other rocky terrain, difficult terrain also doesn't cost you extra movement.

## TECTONIC DRIFT

*Prerequisite: 12th-level gnosite*

You meld into the stone as if you were a part of it, allowing you to move through it. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You have a burrowing speed of 20 feet to move through sand, earth, and mud. You can also burrow through stone as long as it is both nonmagical and unworked, but you must hold your breath while doing so. You leave behind a 2-foot-wide tunnel in earth and firm mud. You leave no tunnel in sand, wet mud, or stone.

## WHISPERS OF THE STONE

*Prerequisite: 14th-level gnosite*

Your connection to the earth allows you to feel your surroundings. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain tremorsense, allowing you to detect and pinpoint the origin of vibrations within 30 feet, provided that you and the source of the vibrations are in contact with the same ground or other solid substance. Tremorsense can't be used to detect flying or incorporeal creatures.
- By touching an unworked stone surface of your size or larger for ten minutes, you may ask a single question of the stone and receive an answer from it. You can attempt a Wisdom (Perception) check learn about the surrounding area with clear line of sight or within 60 feet as though the stone had tremorsense to that distance. The DC is 10 for events within the past day, 15 for events in the past 10 days, 20 for events up to 90 days ago, 25 for up to 5 years ago, and 30 for the past 50 years. The stone is not able to draw conclusions that would require an ability check to understand but can describe things well enough to allow you to make your own checks to identify creatures or events it tells you about. If you fail the check, you can't attempt to learn about that area again. You can't speak to stone again using this feat until you finish a long rest.

## GENERAL FEATS

### AMMUNITION TINKERER

You are very resourceful and a whiz with ammunition of all sorts. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with a set of artisan's tools that can make ammunition, such as woodcarver's tools. If you already have proficiency with such tools, you add double your proficiency bonus, instead of your proficiency bonus, to ability checks to use that tool.
- When you finish a short rest, you can create 1d4 pieces of non-magical ammunition of any type you are familiar with. When you finish a long rest, you can create 2d4 pieces. If you didn't have suitable tools and materials to make the ammunition, the ammunition is shoddy and anyone other than you has disadvantage on attack rolls to fire them.



- When you spend 1 minute to recover ammunition after a battle, you recover all the ammunition you fired in the past 1 hour that wasn't magical. You can also make an Intelligence check using your artisan's tools to recover magical ammunition that would otherwise be lost. The DC is 15 for common magic ammunition, 20 for uncommon, 25 for rare, 30 for very rare, or 35 for legendary items. You must be at least 5th level to salvage rare magic ammunition, 11th for very rare, or 17th for legendary.

## COMBAT MANIPULATION

You are adept at stealing from opponents in combat. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you have a creature grappled or when you succeed at a Strength (Athletics) or Dexterity (Acrobatics) check contested by another creature, you can use an action to steal a readily-accessible item the other creature is carrying that is not in hand (such as sheathed weapon, or item in a pocket). If you have the option to make multiple attacks using the Attack action, you can steal an item this way in place of one attack. You can't take an item this way if it would take an action or longer to retrieve (such as something inside a bag of holding). If this leaves you without a free hand while you have a foe grappled, the grapple ends.
- When you cause a creature within 5 feet to drop an item, you can choose to take it in your free hand. Alternatively, you spend a bonus action to cause the item to land in a space up to 20 feet away. If that space is occupied by a creature, you can make an attack against that creature with the weapon as if it had the thrown property.

## DEFT INTERACTION

With deftness and speed, you can perform simple actions without a second thought. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can interact with two different objects once each for free on your turn, rather than just one.
- The first time you attack with a weapon that you drew this turn, you have advantage on the attack roll. Once you use this benefit against an opponent, you can't use it against that opponent again for 24 hours.

## DID I LEAVE IT AT HOME?

*Prerequisite: Int 12 or higher*

Did you leave the thing you're searching for at home? Of course not, you made triple sure that you packed it. You can pack your bag, pack animal, or other storage with items of unexpected usefulness. As an action, you can produce an unexpected item from storage you can reach. You can reveal an item that you never declared you purchased using this feat, as long as the GM agrees it makes sense you could find and afford it the last time you spent time shopping to stock the storage you are now retrieving it from. You simply pay for it now. An item you produce can't weigh enough to go over your carrying capacity (or that of your mount, if it was in a saddlebag) given the other items carried—if your game uses encumbrance, it also can't weigh enough to cause encumbrance.

If the item would require an ability check or finder's fees to locate (as uncommon or rarer magic items might require in some settings), you make the ability check and pay the fee now. If you fail, the fee is wasted but you can choose a different action or produce an item that doesn't require an ability check.

You can use this feat up to a number of times equal to your Intelligence bonus. You regain all uses when you spend at least 1 hour shopping. You can spend downtime hunting for especially hard-to-find items without declaring at the time what they were or whether you bought them, allowing you to reveal such items with this feat.

## FOUND FAMILIAR

Maybe through practice or skill or maybe a chance encounter you have gained the services of a loyal familiar. It has taught you something valuable. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can cast the *find familiar* spell using this feat once per day without any components. Your spellcasting ability for it is the ability score you increased with this feat.
- Your familiar can take the Attack action if you use a bonus action on your prior turn commanding it to do so first.
- Add your proficiency bonus to your familiar's attack rolls, damage rolls, and saving throws. When your familiar attempts a saving throw to reduce damage by half, it reduces the damage by half on a failed save and negates the damage on a successful one.



## LIGHT-FOOTED ELUSION

*Prerequisite: Proficient in the Acrobatics skill*

Either by agility or by grace, you can pass by your enemies without hindrance. You gain the following benefits:

- Increase your walking speed by 10 feet.
- When an opponent hits you with an opportunity attack, you can use your reaction to make a Dexterity (Acrobatics) check contesting the attack roll. If you win, the opportunity attack becomes a miss.
- You can attempt to move through the space of an opponent that is within one size category of you by making a Dexterity (Acrobatics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (opponent's choice). If you win, you can move through its space this turn and your movement doesn't provoke opportunity

attacks from it for the rest of your turn. If you lose, you waste 10 feet of movement and can't attempt to enter its space again this turn.

- You don't treat the spaces of other creatures as difficult terrain unless they are prone.

## SPELLBREAKER

Your body and soul are strangely resistant to magic. This might be the result of a curse or a blessing from a higher power, the side effect of a mutation, or perhaps a simple misalignment with your plane of existence. You gain the following benefits:

- You have advantage on saving throws against spells. You lose this benefit while you are under a spell if the spell didn't force you to make a saving throw and didn't require an attack roll. You lose this benefit until you finish a long rest when you cast a spell. (Using magic items doesn't undermine your advantage unless the item casts a spell that doesn't force you to make a saving throw.)
- You have a special sense for magic. You are always aware of whether there is any magic within 30 feet of you. You notice magic that you aren't specifically expecting to be there, but don't know what it is or its exact location unless you Search. When you Search, you learn the location of all magic auras within 30 feet of you and also whether each creature within 30 feet has cast a spell since their last long rest.

## SPELL HUNTER

*Prerequisite: 12th level, proficient in the Arcana skill, Spellbreaker feat*

You understand magic well enough to tear it apart. You gain the following benefits:

- Your advantage from the Spellbreaker feat applies to all magical effects (not just spells).
- As an action, you can attempt to tear apart a spell on a creature or object with your reach using a melee weapon you are proficient with. Make an attack roll using the weapon against AC 10 + the spell's level. On a hit, the spell ends instead of the usual effect of your attack. If you don't choose a specific spell, the GM chooses one spell with the highest spell level among spells on the target. On a miss, you automatically fail further attempts to break the spell using this feat until you finish a long rest.





- When you hit a creature that can cast spells with an attack, you can use a bonus action to make it lose one spell slot of the highest level it has available of 5th level or lower. If its only spell slots left are 6th level or higher, it loses the lowest remaining. If it has no spell slots, it loses innate spells in the same way. If it has multiple innate spells of the same level, the GM randomly chooses which one is lost.

### STAVE OFF FATIGUE

You can ignore fatigue for longer than most, but at a grave risk. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you start your turn with exhaustion, you can choose to ignore the effects of the condition for 1 minute. The condition remains; it simply doesn't affect you during that minute. If your level of exhaustion increases during this time, it increases by 1 more than it otherwise would, but the effects don't begin until the duration of this benefit ends. Once you use this benefit, you can't use it again until you finish a long rest.
- When you finish a short rest, after you finish spending any Hit Dice you can regain Hit Dice equal to half your maximum (minimum 1) and reduce your level of exhaustion by 1. (You can regain Hit Dice you previously spent during the same short rest, but can't spend those regained Hit Dice again during the rest that regained them.) If you have a disease or other harmful effect that calls for a saving throw against it when you finish a long rest, you must attempt that saving throw when you use this benefit. Once you use this benefit, you can't use it again until you finish a long rest.

### SUDDEN INSIGHT

Your quick thinking on the battlefield allows you to analyze your foes with sudden acuity. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have a +5 bonus to your passive Intelligence (Arcana, History, Nature, and Religion) scores. You can always use these scores to recall lore about creatures and items when you first encounter them instead of rolling a check as an action.

- Whenever you see a spell cast, you can recognize the spell automatically as long as you have it known, have it in your spellbook, have it prepared, or can cast it innately. You also recognize it if your passive Intelligence (Arcana) score is at least 10 + twice the spell's level (DC 15 for a cantrip).

### TRULY RESTFUL

You sleep peacefully and profoundly in all circumstances, unbothered by the events of the day prior. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You regain all of your Hit Dice from a long rest, rather than half. If you had more than half your Hit Dice and more than half your hit points remaining when you began your long rest, you gain temporary hit points equal to your level when you finish the long rest.
- When you finish a long rest in an area with extreme temperature or elevation, you acclimate to that elevation and you treat the temperature as one step less severe (or ignore it, if there is no incrementally milder version of that climate effect) until you finish your next long rest.

## TEAMWORK

Quite often the difference between success and failure is working together. This can be as simple as communicating efficiently or as convoluted as plotting schemes and executing complex martial maneuvers in tandem. While many adventurers tend to work well on their own while assisting their fellow party members, some like to take team synergy a step further.

The teamwork feat allows adventurers to gain shared benefits to support all in the party, but especially fellows who also take it.

### TEAMWORK

Prerequisites: Determined by the options you choose

You have trained long and hard to be effective in tandem with specific allies that you have spent at least 1 day training with. You gain up to three of the following benefits that you meet the prerequisites for. You can learn another one, forgetting one if necessary to avoid exceeding three total, each time you gain a level. Teamwork options always involve an ally and include an optional Teammate Perk. An ally who meets the perk's prerequisite (called a qualified teammate in the text) improves the effect of that teamwork option when they are involved.



*“It always warms my heart to see people working together, no matter the end of their works, to see people cooperating, it truly gives me hope for a better future.” - Sinclair*

- **Banter (Prerequisites: Proficiency in the Persuasion skill).** You’ve perfected the art of bouncing quips off your allies to assist in social situations. When you Help an ally on a Charisma (Persuasion) check, they treat any die roll on the d20 of 7 or less as an 8.

**Teammate Perk (Ally Prerequisite: Proficiency in the Persuasion skill).** If the ally is a qualified teammate, the same benefit applies to their Charisma (Deception) checks you Help.

- **Buddy System (Prerequisite: Proficiency in the Perception skill).** You have a keen awareness of your allies’ responses to the world around them. Whenever you roll initiative, you can choose one ally that you can see or hear. Whichever of you rolled the lower initiative acts on the other’s initiative count instead of the one they rolled.

**Teammate Perk (Ally Prerequisite: Proficiency in the Perception skill).** While you travel at a fast pace with a qualifying teammate, neither of you has disadvantage on Wisdom (Perception) checks due to your pace.

- **Blended Cast (Prerequisite: The ability to cast a 3rd-level spell).** You have learned to piggyback on your friend’s casting to deliver your own spells in the process. When an ally within 30 feet of you casts a spell of 1st level or higher that targets a creature, you can use your reaction to cast a cantrip to target that creature.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** When a qualified teammate casts a spell of 1st level or higher, you also have the option to use your reaction to cast a spell using a spell slot of up to half the teammate’s spell level rounded up. The spell you cast must have a casting time of 1 action for you to change the casting time to 1 reaction this way. Once you use this Teammate Perk to alter the casting time of a spell of 1st level or higher, you can’t do so again until you finish a long rest.

- **Charging Assault (Prerequisite: Extra Attack feature).** As an action, you can increase your movement by 15 feet this turn and make a single melee weapon attack or unarmed strike. When you use this action, each ally within 15 feet of you can use their reaction to move up to their speed.

**Teammate Perk (Ally Prerequisite: Extra Attack feature).** Qualified teammates can make a single melee weapon attack or unarmed strike as part of using this reaction.

- **Deflecting Shot (Prerequisite: Proficiency with a ranged martial weapon).** As a bonus action on your turn, you can position a part of your armor, shield, or other item for an ally to bounce a ranged attack off of. Until you move or your next turn begins, any ally can determine cover for a ranged weapon attack along a path from their location to your location to the target’s location (potentially bouncing around a corner). As usual, the attack still has disadvantage if the attacker can’t see the target.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** Any time a qualifying teammate makes a ranged weapon attack, you can deflect their attack using your reaction rather than a bonus action.

- **Distant Shield (Prerequisite: Proficiency with shields).** When an ally within 20 feet is hit by a melee attack while you have a shield in hand, you can throw or otherwise transfer your shield to them using your reaction to apply its AC bonus against the attack (which can make it miss).

**Teammate Perk (Ally Prerequisite: Proficiency with shields).** If you target a qualified teammate who has a free hand, they can catch the shield and don it using their reaction.

- **Dual Blast (Prerequisite: The ability to cast a cantrip that requires an attack roll).** When weaving your spells, you leave room for fellow casters to infuse a bit of their magic into it. When you are about to make a spell attack roll, you can choose one ally you can see within 30 feet who knows an attack cantrip. That ally can use their reaction to add 1d4 to your attack roll.

**Teammate Perk (Ally Prerequisite: Ability to cast 3rd-level spells).** A qualified teammate can use this reaction after you miss with an attack to add the bonus (and potentially make you hit).

- **Experienced Dodge (Prerequisite: The ability to cast a spell that affects all creatures in an area).** Your allies are familiar enough with your combat tactics to be able to protect themselves from potential harm. They have advantage on saving throws against your spells using Strength, Dexterity, or Constitution.



**Teammate Perk (Ally Prerequisite: Teamwork feat).** A qualifying teammate automatically succeeds on those saving throws.

- **Frightening Echo (Prerequisite: Proficiency in the Intimidation skill).** Whenever an ally hits an opponent, you are quick to follow up with a threat. You can use your reaction to roll a Charisma (Intimidation) contest against that opponent. If you win, the opponent is frightened until the end of its next turn.

**Teammate Perk (Ally Prerequisite: Proficiency in the Intimidation skill).** A qualified teammate can use a bonus action to Help you make any Charisma (Intimidation) check.

- **Grifting Ally (Prerequisite: Proficiency in the Sleight of Hand skill).** You have advantage on Dexterity (Sleight of Hand) checks to target any creature within 10 feet of an ally of yours who is not incapacitated.

**Teammate Perk (Ally Prerequisite: Proficiency in Deception, Intimidation, or Performance).** You are lightly obscured to any creature that is within 10 feet of a qualified teammate who is not incapacitated.

- **Helpful Redirection (Prerequisite: Proficiency in the Deception skill).** When you Help an ally make a melee attack, they deal an extra 1d6 damage on a hit.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** A qualified teammate can use a bonus action to Help your melee attack.

- **High and Low (Prerequisite: Proficiency with the Athletics skill).** You go low when an ally goes high. Whenever an ally hits an opponent within 5 feet of you with a melee attack, you can use your reaction to attempt a Strength (Athletics) contest to shove that creature.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** When you successfully shove the target with this reaction after a qualified teammate hits it, that teammate can make another melee weapon attack or unarmed strike against that creature as a bonus action.

- **Momentous Casting (Prerequisite: The ability to cast a spell).** When you cast a spell, you can call out to one ally and they can use their reaction to move up to half their speed before or after you cast the spell.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** The qualifying teammate's movement using this reaction doesn't provoke opportunity attacks.

- **Pincushion (Prerequisites: Proficiency in the Athletics skill and with a martial ranged weapon).** When you successfully grapple an opponent using your action, you can choose on ally you can see wielding a ranged weapon. That ally can use their reaction to make a ranged attack on the same target if it is within range.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** A qualified teammate using this reaction deals an additional 1d6 damage on a hit.

- **Saving Hand (Prerequisite: Proficiency in Dexterity saving throws).** You're always ready to pull allies from danger. When an ally within 5 feet of you is about to attempt a Dexterity saving throw, you can use your reaction to give them advantage on the saving throw.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** You can choose to use this reaction after a qualified teammate fails a Dexterity save to allow them to roll again and use the new result.

- **Slice and Dice (Prerequisite: Extra Attack feature).** You set up your opponent, only for your ally to finish them off. When you hit a creature with a weapon attack, that creature provokes an opportunity attack from one of your allies of your choice who can reach it. You can't use this option more than once per turn.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** A qualified teammate you choose can be up to 15 feet away. They can move up to half their speed to reach the target before making the attack.

- **Tactical Swap (Prerequisite: Proficiency in the Acrobatics skill).** You can spend 10 feet of movement to swap places with a willing ally within 5 feet who isn't incapacitated.

**Teammate Perk (Ally Prerequisite: Proficiency in the Acrobatics skill).** When a qualified teammate is hit by an attack while within 5 feet of you, you can use your reaction to contest the attack roll with a Dexterity (Acrobatics) check, swapping places with the teammate and automatically being hit instead of the teammate if you win.

- **Tandem Climbing (Prerequisite: Proficiency in the Athletics skill).** Whenever you succeed at a Strength (Athletics) check to climb, allies who are within 10 feet of you at any point during your movement on the same turn have advantage on Strength (Athletics) checks to climb until the start of your next turn. You can anchor or release a climber's kit as a bonus action on your turn, and you can also anchor or release up to five allies within 25 feet of you simultaneously.



**Teammate Perk (Ally Prerequisite: Proficiency in the Athletics skill).** Whenever you start your turn within 10 feet of a qualified teammate, climbing doesn't cost you extra movement this turn. Likewise, climbing doesn't cost a qualified teammate extra movement on a turn they start within 10 feet of you.

- **Two Handed Delivery (Prerequisite: Proficiency in the Acrobatics skill).** When you start your turn within 5 feet of an ally of the same size or larger wielding a two-handed weapon (not a versatile weapon), you can pivot off their weapon to jump 10 feet in a straight line without spending any movement.

**Teammate Perk (Ally Prerequisite: Extra Attack).** A qualified teammate allows you to jump 15 feet this way instead of 10.

- **Up You Get (Prerequisite: Proficiency in Strength saving throws).** You never let your allies fall behind. As long as you have a free hand and are not incapacitated, allies within 5 feet of you have advantage on Strength saving throws and on Strength (Athletics) contests to avoid being shoved.

**Teammate Perk (Ally Prerequisite: Teamwork feat).** When a qualified teammate falls while within 5 feet of you, you can use your reaction to catch the falling character and move them to an open space within 5 feet.

## VITAMANCY FEATS

### FORGE VITALITY

*Prerequisite: Con 14 or higher, proficient with a set of artisan's tools, proficient in the Arcana, Nature, or Religion skill*

You dabble in the arts of the vital forge, shredding your life force for power and forming objects from your own flesh and blood. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As an action, you may create a non-consumable item that weighs no more than 60 pounds. To do so, the item must be mundane and suitable to create with a set of artisan's tools that you are proficient with, or else it must be a magic item that you have the recipe for. Your hit point maximum is reduced by 5 for as long as the item exists. You can reabsorb a vital forged item you can touch by focusing on it for 10 minutes. A vital forged item is automatically reabsorbed if destroyed or when you finish a long rest.

Identical items you create with Forge Vitality maintain their status throughout the day, even if dissolved and created again, including hit points and charges. When you create a worn item, you can fuse it to your body to make it impossible to remove except by destroying or reabsorbing it. When you create a held item, you can fuse it to your hand in the same way, occupying that hand until you reabsorb or destroy it. You can maintain only one forged items created this way at any given time. You can only create common magic items or non-magical items unless you are high enough level. You can forge uncommon items (for which you know the recipe) if you are at least 6th level, rare items if you are at least 10th level, and very rare items if you are at least 16th level.

Work with your GM to determine which magic item recipes, if any, are available to discover in your campaign.

If permanent common items are available, you learn the recipes to create up to two of them. These items can't be ones that are consumed when used, such as poison or a potion. When you gain a level that gives you an Ability Score Increase, you learn another uncommon item recipe. At higher levels, you can choose an item of greater rarity this way: rare starting at 10th level (or when you next gain an Ability Score Increase) and very rare starting at 16th level.

### VITAL FORGES

Once thought a lost art, the act of forging one's own living essence into tools and weapons of war has resurfaced in many places, spreading like new flesh healing over a wound. Vital forges, sometimes known as bloodsmiths, are feared for their gruesome displays, though there are those that take a less horrific—but no less grim—approach. Whether a vital forge spills their lifeblood or carves their souls to produce their craft, they are feared for both their versatility and their terrifying works.

**Vitamancy and Bloodsmiths.** Vital forging, or blood smithing, is a byproduct of the art of vitamancy; a truth causing great sorrow to vitamancers and shamans. Vitamancy uses renewable life force to create primal magic, working with the natural flow of necromancy. Blood smithing, however, digs into the core and soul of the smith to produce physical items through occult means. While bloodsmiths see this as an evolution of the art, vitamantic purists consider it vile and unnatural.



## FORGED RESONANCE

*Prerequisite: 8th level, Forge Vitality feat*

You maintain forged items without a thought, their patterns engraved on your subconscious and accessible with little regard to distance. You gain the following benefits:

- You can choose not to let an item forged from your vitality dissolve when you finish a long rest as long as it is within 1 mile of you. If you are at least 16th level, you can preserve it as long as it is on the same plane of existence.
- You can spend a bonus action on your turn to teleport an item you forged from your vitality into your hand as long as it is within 1 mile. If you are at least 16th level, you can call the item from anywhere on the same plane of existence.
- If you learn a magic item recipe from the Forge Vitality feat at the same level you gain this feat, it can be for a rare item available in your campaign. Thereafter when you learn an item recipe from the Forge Vitality feat, you can potentially learn one of a higher rarity. You can choose a very rare item when you are 12th level or legendary at 19th level.
- You can maintain a second item forged from your vitality, reducing your hit point maximum separately for each one. Up to one of the items you have forged can be rare even if you are less than 10th level. If you are at least 12th level, it can be very rare. If you are at least 19th level, it can be legendary. Forging an item that is of a higher rarity this way costs you an extra 5 hit points from your maximum.

## VITAL ENGINEER

*Prerequisite: 12th level, Forged Resonance feat*

Your resilience unbinds you from the prior limitations of your flesh and spirit. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Up to one item you forge from your vitality can be a siege weapon you have seen before.
- You can cast wall of thorns by using your Forge Vitality feat to reduce your hit point maximum by 5 instead of expending a spell slot. You can choose for the wall to include a narrow platform that is safe to stand on and a ladder that is safe to climb along one face of the wall. The wall counts against your limit of forged items until its duration ends.
- You can maintain a third item forged from your vitality. It reduces your hit point maximum by 5.





## COMPANIONS

The following rules support player characters gaining companion creatures who can engage in combat without investing in a subclass or similar mechanic. Any character can gain the following feat to befriend such a companion creature.

### COMPANION CREATURE

**Prerequisite:** 4th-level character, must not have any other similar companion creature

You have formed a close relationship with an animalistic creature that is willing to accompany you into danger; the creature uses one of the following stat blocks with adjustments for your proficiency bonus. It has a number of Hit Dice equal to your own. Your companion doesn't normally have its own turns and instead acts after you on your turn. If you are incapacitated when initiative is rolled, your companion has its own turns; should you later become able to act in the encounter, you act before it on its turn.

Your companion's actions are limited while it follows you. On its own, without your command, your companion can only move and use the Dash or Dodge actions, and cannot take bonus actions or reactions unless you take a reaction to command it (for instance, command your companion to make an opportunity attack). When you Disengage, Hide, or Search, you can choose for it to take that action as well. When you Ready an action, it tries to Help you if possible. You can use a bonus action on your turn to command your companion, allowing your companion to take any action available to it (such as Attack), move up to its speed, and/or use a bonus action before the end of your turn. If you do not command it or you are incapacitated, your companion acts on your turn as the GM dictates, typically continuing to do what you last commanded it, protect you, or protect itself, in that order or priority. Your companion can take reactions (such as opportunity attacks) if you are incapacitated.

If your companion is reduced to 0 hit points, it falls unconscious and must make death saving throws like a player character. You can stabilize your companion creature when it is dying as a bonus action if you are within 5 feet of it, requiring no ability check.

You can bond with a new companion creature by spending a long rest together. You can spend 1 day of downtime to find a new companion creature, bonding with it the same day. The GM decides what you find, potentially calling for one or more Wisdom (Survival), Intelligence (Nature), Wisdom (Animal Handling), or other suitable ability checks to find a particular creature. Certain creatures might not be available in the area or at all in your campaign. Any prior companion creature departs when you bond with a new one. A former companion that has grown especially fond of you might habitually visit places it knows you frequent, hoping to encounter you again, but it doesn't follow you into dangerous areas.

If your companion is frightened, you must succeed at a Wisdom (Animal Handling) check to command it. The DC is the same as the effect that frightened the companion, or 10 if there was no DC. Once your check succeeds, you don't have to check for that condition again until your companion takes damage or is frightened by a new effect.

When you first gain a new companion creature, it must learn to trust you. You must succeed at a DC 15 Wisdom (Animal Handling) check to command it until a new situation arises, it takes damage, or it gains the frightened condition. Every time that you and your companion finish a long rest spent together, the DC of the ability check is reduced by 5. You no longer have to attempt the check once the DC is reduced to 0.

### GMING ERRANT COMPANIONS

When you must choose actions for a companion creature for lack of a successful command, consider what the creature understands of the situation.

The companion usually follows its friend closely in combat, typically moves to be within 15 feet of them, and prefers to defend its friend, such as interposing itself between them and the nearest opponent. If it has fewer than half its hit points remaining or is frightened, it instead Dodges and moves away from danger while keeping its friend within line of sight. If it is charmed in combat, it is likely to Dodge and move toward whatever charmed it.



### ADVANCED COMPANION CREATURE

**Prerequisite:** 6th-level character, Companion Creature feat

Your companion creature has grown faster and stronger. It gains the following benefits.

- Your companion's Strength, Dexterity, and Wisdom scores each increase by 2, to a maximum of 20. Note that this increases its bonus to hit, damage, AC, ability checks, saving throws, and any save DCs it has based on those scores by 1.
- It becomes proficient in two of the following skills: Acrobatics, Athletics, Intimidation, Stealth, and Survival.
- If your companion is Medium or smaller, it grows one size category up to a maximum of Large. (If so, its Hit Dice increase in size by one step and its hit point maximum increases by 1 + your level.)
- Your companion gains access to actions and/or additional effects as noted in its statblock (see below).

### EAGER COMPANION CREATURE

**Prerequisite:** 10th-level character, Companion Creature feat

Your companion creature has become tougher and more independent. It gains the following benefits.

- Your companion's Constitution score increases by 2, to a maximum of 20. Note that this increases its hit points by 1 + your level and its Constitution saving throw modifier by 1.
- Add Disengage, Hide, and Search to the actions your companion can always take, even if you can act and don't command it.
- Your companion becomes able to take reactions without command. Its reactions never cost your reaction.
- As long as your companion wears any permanent magic item or has a spell you cast on it, your companion's attacks are treated as magical for the purposes of damage resistances and immunities.
- Your companion gains access to actions and/or additional effects as noted in its statblock (see below).

### COMPANION SPELL

The following spell can only be cast if you have the Companion Creature feat or a similar subclass benefit.

### ELDRITCH COMPANION

**3rd-level conjuration (ritual; warlock or wizard)**

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V, S, M (100 gp in offerings to the companion per level of the spell, which the spell consumes)

**Duration:** Instantaneous

If you have the Companion Creature feat or a similar companion (at the GM's discretion), you gain the service of a spirit that takes the form of a companion creature, taking one of the forms listed below, which appears in an unoccupied space within range. The companion has the statistics and rules of the chosen form except as noted here. It is a Celestial, Fey, or Fiend (your choice) instead of its usual type. The companion counts as a familiar for spells, items, features, and other abilities you have that apply to familiars.

When the companion would die, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your companion. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Additionally, when you cast a spell with a range of touch, your companion can deliver the spell as if it had cast the spell. Your companion must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can't have more than one eldritch companion or familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to transform into an eldritch companion. Choose one of the forms from the below list. Your familiar transforms into the chosen creature and follows the rules in this spell.

### SPECIFIC COMPANION CREATURES

Some of the more distinctive companion creatures are described here.





## ABYSSAL BISON

Your animal companion is a flaming bison, bearing unusually large and menacing horns. An abyssal bison is rare in the mortal world and hard to find as a companion there.

Medium Beast, unaligned

**Armor Class** 11 + your proficiency bonus (natural armor)

**Hit Points** 6 + six times your level (your number of d8 hit dice)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	10 (+0)

**Saving Throws** proficient in Str and Con saves

**Skills** proficient in Athletics

**Senses** passive Perception 11

**Languages** understands Abyssal but can't speak

**Challenge** — **Proficiency Bonus** equals yours

### ACTIONS

**Multiattack (Requires Eager Companion Feat).** The abyssal bison makes two attacks: one with its horns and one with its hooves.

**Horns.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + your proficiency bonus + 3 piercing damage.

**Hooves.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 2d4 + 3 bludgeoning plus fire damage equal to your proficiency bonus.

**Abyssal Stomp (Requires Advanced Companion Feat).**

The abyssal bison stomps on the ground, opening flaming rifts in the earth. The area within 10 feet of the abyssal bison becomes difficult terrain until the start of your next turn. Each creature on the ground in the area must succeed at a Dexterity saving throw or take 2d8 fire damage and fall prone; if the creature was concentrating, it must make a Constitution saving throw at the same DC or its concentration is broken (even if it took no damage).

### REACTIONS

**Smokescreen (Costs Your Reaction).** When you are about to make an attack roll and you are within 5 feet of the abyssal bison, it snorts a blast of smoke to make your movements harder to see. You make your attack roll with advantage unless the creature has blindsight or can otherwise clearly see you through smoke.





## AUGEPPI

Your animal companion is an adorable platypus-pangolin hybrid that possesses great psychic abilities.

*Small Beast, unaligned*

**Armor Class** 12 + your proficiency bonus (natural armor)

**Hit Points** 4 + four times your level (your number of d6 hit dice)

**Speed** 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	11 (+0)

**Saving Throws** proficient in Dex and Wis saves

**Skills** proficient in Arcana with double your proficiency bonus

**Condition Immunities** prone

**Senses** passive Perception 12

**Languages** understands Sylvan but can't speak; psychic defender

**Challenge** — **Proficiency Bonus** equals yours

**Psychic Defender.** As long as you and your augeppi are within 100 feet of each other, you each are aware of the other's emotional state.

You also have advantage on saving throws against divination spells. If you succeed on such a save, the effect is redirected to the augeppi instead of you.

## ACTIONS

**Multiattack (Requires Eager Companion Feat).** The augeppi makes two attacks: one to body slam and one with its claws.

**Body Slam.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your proficiency bonus bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 2d4 + 3 + your proficiency bonus slashing damage.

**Psychic Burst (Requires Advanced Companion Feat).** The augeppi unleashes a blast of psychic energy into the mind of a creature it can see within 30 feet. The creature must succeed at an Intelligence saving throw or it has disadvantage on attack rolls as well as on ability checks and saving throws using Intelligence, Wisdom, or Charisma until the end of your next turn. The DC is 8 + your proficiency bonus + augeppi's Wisdom modifier.

## REACTIONS

**Psychic Drone (Requires Your Reaction Or You Are Incapacitated).** If you or an ally would trigger a reaction from a creature within 5 feet of the augeppi, the augeppi emits a psychic drone that distracts the opponent unless it succeeds at an Intelligence saving throw; on a failure, the creature cannot take the triggered reaction nor any other reactions until the end of your turn. The DC is 8 + your proficiency bonus + augeppi's Wisdom modifier.





## CONCORDINE

*Your companion is a canine creature known for its disorienting bark and three heads.*

*Small Beast, unaligned*

**Armor Class** 13 + your proficiency bonus (natural armor)

**Hit Points** 4 + four times your level (your number of d6 hit dice)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	12 (+1)

**Saving Throws** proficient in Dex and Wis saves

**Skills** proficient in Perception

**Senses** darkvision 60 ft., passive Perception 10 + Perception bonus

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

**Keen Smell.** The concordine has advantage on Wisdom (Perception) checks that rely on smell.

**Three Heads.** The concordine has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

## ACTIONS

**Multiattack** (Requires Eager Companion Feat). The concordine makes three bite attacks. No more than two can be aimed at the same target unless that target is Large or larger. If two attacks hit the same target, it is deafened until the end of your next turn.

**Bite.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.

**Cacophonous Barks.** The concordine's rapid barks throw one creature's senses into chaos. The target must be within 30 feet and able to hear the concordine. The target attempts a Wisdom saving throw (DC 8 + your proficiency bonus + concordine's Wisdom modifier). On a failure, the foe is frightened until the end of your next turn and the next attack to target it before then is made with advantage. If you have the Advanced Companion feat, the concordine can target three creatures.





## EYE HORROR

Your companion is a bulbous floating mouth with several eyes protruding from its body.

*Small Aberration, unaligned*

**Armor Class** 12 + your proficiency bonus (natural armor)

**Hit Points** 5 + five times your level (your number of d6 hit dice)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	9 (-1)

**Saving Throws** proficient in Dex and Con saves

**Skills** proficient in Perception

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 10 + Wisdom (Perception) bonus

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

**Limited Levitation.** The eye horror magically levitates 1 to 3 feet above any solid surface. It ignores most difficult terrain. It can fly across gaps up to 10 feet across and can climb by levitating along a surface, but must spend 2 feet of movement for every 1 foot it moves vertically. Levitating up an unsteady surface or one with substantial gaps requires a Dexterity (Acrobatics) check.

## ACTIONS

**Multiattack** (Requires Eager Companion Feat). The eye horror uses Illuminating Glare, then makes either one melee attack or two energy spit attacks.

**Bite.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 + your proficiency bonus piercing damage.

**Energy Spit.** *Ranged Spell Attack:* +2 plus your proficiency bonus to hit, range 60 ft., one target. *Hit:* 1d6 + your proficiency bonus damage of a random type chosen by rolling 1d4: 1.cold, 2.fire, 3.lightning, 4.necrotic.

**Illuminating Glare.** The eye horror fixes its gaze on a creature it can see to make that creature glow dimly until the end of your next turn. The creature loses the effects of being lightly obscured and having half cover.

If you have the Advanced Companion feat, the horror can see invisible creatures as if they weren't invisible but merely lightly obscured while it uses this action and the creature it fixes its glare on is treated as lightly obscured instead of invisible by all creatures while it glows.

## BONUS ACTIONS

**Searching Eyes** (Requires Eager Companion Feat). The eye horror Searches.





## GURRUDAEMON

Your companion is a fiend bound to true evil from another plane of existence. It is rare and hard to find as a companion.

Medium Fiend (Daemon), neutral evil

**Armor Class** 11 + your proficiency bonus (natural armor)

**Hit Points** 5 + five times your level (your number of d8 hit dice)

**Speed** 35 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	11 (+0)

**Saving Throws** proficient in Con and Cha saves

**Skills** proficient in Athletics

**Condition Immunities** blinded

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** understands Daemonic but can't speak

**Challenge** — **Proficiency Bonus** equals yours

**Punishing Kick.** The gurrudaemon has advantage on kick attack rolls to hit creatures it has grappled.

## ACTIONS

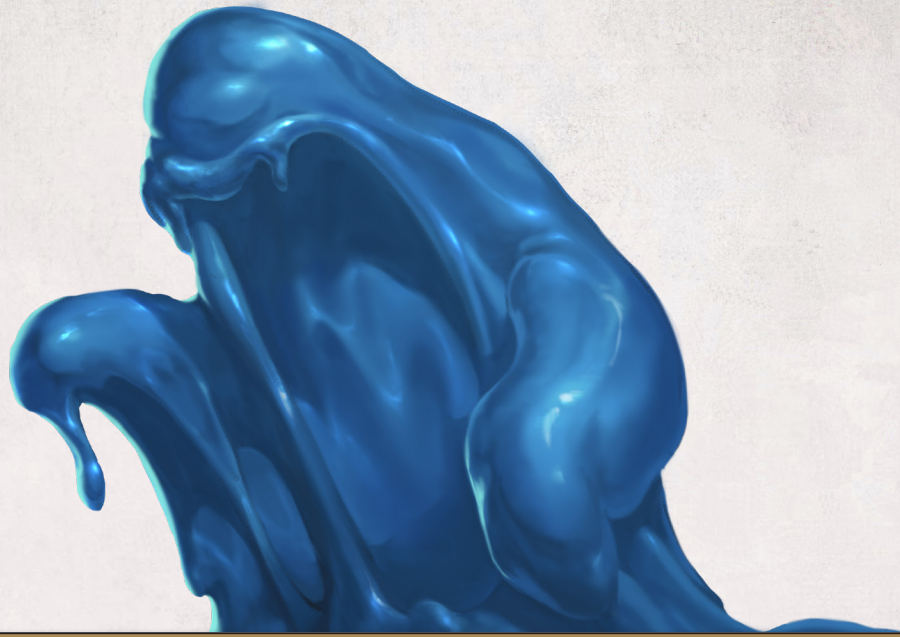
**Multiattack (Requires Eager Companion Feat).** The gurrudaemon makes two attacks, one with its tentacles and one to kick. It can replace one attack with Poison in the Wound.

**Kick.** Melee Weapon Attack: +2 plus your proficiency bonus to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

**Tentacles.** Melee Weapon Attack: +2 plus your proficiency bonus to hit, reach 5 ft., one target. Hit: 1d6 + 2 slashing damage. If you have the Advanced Companion feat and the target is a Large or smaller creature, it is automatically grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the gurrudaemon's Strength (Athletics) bonus.

**Poison In The Wound.** The gurrudaemon spits poison in the fresh wounds of a creature within 5 feet that took acid, fire, piercing, or slashing damage since the end of your last turn. Unless the creature succeeds at a Dexterity saving throw, it takes 2d4 poison damage and has disadvantage to its next attack roll before the end of your next turn. If you have the Advanced Companion feat, the damage increases to 4d4.





## INDIGO OOZE

Your companion is an ooze just intelligent enough to follow your commands. Indigo slimes are rare and hard to find as companions.

*Small Ooze, unaligned*

### Armor Class 9

**Hit Points** 6 + six times your level (your number of d6 hit dice)

**Speed** 25 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	2 (-4)	8 (-1)	4 (-3)

**Saving Throws** proficient in Str and Con saves

**Skills** proficient in Stealth

**Damage Resistances** acid, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

**Amorphous.** The indigo slime can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack (Requires Eager Companion Feat).** The indigo slime makes two pseudopod attacks.

**Pseudopod.** *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 bludgeoning damage plus proficiency bonus acid damage.

If you have the Advanced Creature Companion feat and the target is a Large or smaller creature, it is automatically grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the indigo slime's Strength (Athletics) bonus. The slime can't grapple another creature while it has one grappled.

**Sticky Acid.** The indigo slime spits sticky acid at a foe. The creature makes a Dexterity saving throw. It automatically fails if it was hit by an attack or failed a saving throw this turn. On a failure, its walking and climbing speeds are each reduced by 5 feet. At the start of each of that creature's turns, the acid deals 1d4 acid damage. A creature can use its action to scrape off the acid. A creature can also attempt to quickly wipe off the acid using its free interaction with an object, but must attempt a DC 10 Dexterity check, ending the effect on a success or reducing the DC of future attempts by 1 on a failure.

If you have the Advanced Creature Companion feat, the acid damage adds your proficiency bonus and the speed reduction is 15 feet.



## LANDSTRIDER

Your companion is a long-legged beast suitable as a mount over long distances and in strange terrain.

Large Beast, unaligned

**Armor Class** 10 + your proficiency bonus (natural armor)

**Hit Points** 7 + seven times your level (your number of d10 hit dice)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

**Saving Throws** proficient in Str and Con saves

**Skills** proficient in Survival

**Senses** passive Perception 11

**Languages** —

**Challenge** —      **Proficiency Bonus** equals yours

**Stilted Stride.** Difficult terrain doesn't cost the landstrider extra movement unless it is magical.

### ACTIONS

**Multiattack (Requires Eager Companion Feat).**

The landstrider makes two kick attacks.

**Kick.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + your proficiency bonus + 3 bludgeoning damage.

### BONUS ACTIONS

**Looming Protector.** The landstrider uses its great legs to protect a Medium or smaller creature within 5 feet. Until the start of your next turn or until the creature is farther than 5 feet from the landstrider, the protected creature has half cover from all directions.

**Nimble Step (Requires Advanced Companion Feat).**

The landstrider can Dash or Disengage.





## NIGHTSTALKER

Your companion is a nightmarish bipedal creature that dwells in the dark and instills terror in its victims.

*Small Beast, unaligned*

**Armor Class** 12 + your proficiency bonus (natural armor)

**Hit Points** 4 + four times your level (your number of d6 hit dice)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	4 (-3)	12 (+1)	11 (+0)

**Saving Throws** proficient in Dex and Wis saves

**Skills** proficient in Stealth

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

**Daylight Incorporeal Movement.** While the nightstalker is in daylight, it is blinded and invisible and passes harmlessly through physical objects and creatures other than you. It is also invisible to creatures in daylight other than you, and they can't touch or damage it. The nightstalker can't pass through walls that aren't transparent. If it would end its turn occupying the same space as a creature or object, it takes 1d10 force damage and is forced into the nearest open space.

## ACTIONS

**Multiattack (Requires Eager Companion Feat).** The nightstalker makes three attacks: one with its bite and two with its claws. It can use Insidious Shadows instead of biting.

**Bite.** *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

**Claw.** *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

**Eyes In The Dark.** The nightstalker twists nearby shadows into a terrifying shape. It chooses a creature within 30 feet in dim light that it can see and that can see it. The creature must succeed at a Wisdom saving throw or be frightened until the start of your next turn. The DC is 8 + your proficiency bonus + nightstalker's Wisdom modifier. The creature automatically fails if you hit with an attack or it failed a saving throw this turn.

If you have the Advanced Companion feat, the duration increases to 1 minute but the creature gets another saving throw to end the condition at the end of each of its turns.





## SHAMBLING MOUNT

Your companion is a close relative of the shambling mound grown to serve as a mount. Shambling mounts are rare and hard to find as companions.

*Large Plant, unaligned*

**Armor Class** 9 + your proficiency bonus (natural armor)

**Hit Points** 7 + seven times your level (your number of d10 hit dice)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

**Saving Throws** proficient in Str and Con saves

**Skills** proficient in Survival

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

### ACTIONS

**Multiattack (Requires Eager Companion Feat).** The shambling mount makes two vine attacks.

**Vine.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your proficiency bonus slashing damage.

If you have the Advanced Creature Companion feat and the target is a Medium or smaller creature, it is automatically

grappled. The grappled creature can use its action to try to escape with a Strength (Athletics) or Dexterity (Acrobatics) check against DC 10 + the shambling mount's Strength (Athletics) bonus. The mount can't grapple another creature while it has one grappled.

### BONUS ACTIONS

**Tangling Roots.** Your shambling mount extends its root-like feet to trip up a creature within 5 feet unless the target succeeds at a Dexterity saving throw. The DC is 10 + your proficiency bonus + the shambling mount's Strength modifier. It automatically fails if it was hit by your attack or failed a saving throw this turn. That creature's speed is reduced by 10 feet until the start of your next turn.

### BONUS ACTIONS

**Ground (Requires Your Reaction Or You Are Incapacitated).** If the shambling mount or its rider would take lightning damage, it hunkers into the ground, which absorbs some of the electricity. The shambling mount and its rider gains resistance to the lightning damage.





## SWARM COMPANIONS

Tiny creatures that you have under your control. They follow your orders obediently, though your method of commanding them may be more unusual than for single companions. Most swarm companions are rare, requiring obscure magics, natural affinity, or even advanced alchemical pheromones to even begin to tame them. You can have only one companion of any kind at a time, even if it is a swarm. If a feat or effect changes the size of your companion, the size of the swarm changes, rather than the size of the constituent creatures.



### COLONY SWARM

*Your companion is a group of ground dwelling social insects or bugs, such as ants or some species of spider.*

*Small Swarm of Tiny Beasts, unaligned*

**Armor Class** 11 + your proficiency bonus (natural armor)

**Hit Points** 4 + four times your level (your number of d6 hit dice)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	13 (+1)	2 (-4)	13 (+1)	10 (+0)

**Saving Throws** proficient in Dex and Con saves

**Skills** proficient in Stealth

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 5 ft., passive Perception 11

**Languages** —

**Challenge** — **Proficiency Bonus** equals yours

**Companion Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

**Damage Transfer (Requires Advanced Companion Feat).** While it clings to a creature, the swarm takes only half the damage dealt to it, and the creature it clings to takes the other half.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

If you have the Eager Companion feat, the target must make a Constitution saving throw, taking 2d10 poison damage on a failed save, or half as much damage on a successful one. The save DC is 8 + your proficiency bonus + the colony's Constitution modifier.

**Get Everywhere (Requires Advanced Companion Feat).** The swarm clings to one creature in its space unless the target succeeds at a Dexterity saving throw. The save DC is 8 + your proficiency bonus + the swarm's Dexterity modifier. On a failed save, the swarm moves with the creature, can use its Damage Transfer trait, and has advantage on attacks to hit the creature. The creature the swarm clings to has disadvantage on ability checks. A creature can wipe the swarm off by jumping in any liquid or by spending their action rolling around and succeeding at another Dexterity saving throw.



## HIVE SWARM

Your companion is a group of social flying insects, such as bees or wasps.

*Small Swarm of Tiny Beasts, unaligned*

**Armor Class** 12 + your proficiency bonus (natural armor)

**Hit Points** 3 + three times your level (your number of d6 hit dice)

**Speed** 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	11 (+0)	2 (-4)	14 (+2)	12 (+1)

**Saving Throws** proficient in Dex and Wis saves

**Skills** proficient in Survival

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 12

**Languages** —

**Challenge** —      **Proficiency Bonus** equals yours

**Companion Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can

move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Sting.** *Melee Weapon Attack:* +3 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

If you have the Eager Companion feat, the target takes 2d4 poison damage and at the end of your next turn, it must succeed a Constitution saving throw or take 2d4 poison damage. The save DC is 8 modifier + your proficiency bonus + the swarm's Constitution modifier.

**Dizzying Buzz (Requires Advanced Companion Feat).** The swarm confounds a creature in its space with complex flight patterns and a droning buzz. Until the end of your next turn, the first attack roll to hit the creature each turn is made with advantage.



## WARREN SWARM

Your companion is a collection of rodents, such as mice, rats, rabbits, or weasels.

*Small Swarm of Tiny Beasts, unaligned*

**Armor Class** 11 + your proficiency bonus (natural armor)

**Hit Points** 4 + four times your level (your number of d6 hit dice)

**Speed** 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

**Saving Throws** proficient in Dex and Wis saves

**Skills** proficient in Survival

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** —      **Proficiency Bonus** equals yours

**Companion Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a

Tiny insect. The swarm can't regain hit points or gain temporary hit points from targeted spells or effects, but can recruit more members into its swarm to replenish hit points by spending Hit Dice.

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack (Requires Eager Companion Feat).** The swarm can make a single bite attack against each creature whose space it shares at any point this turn.

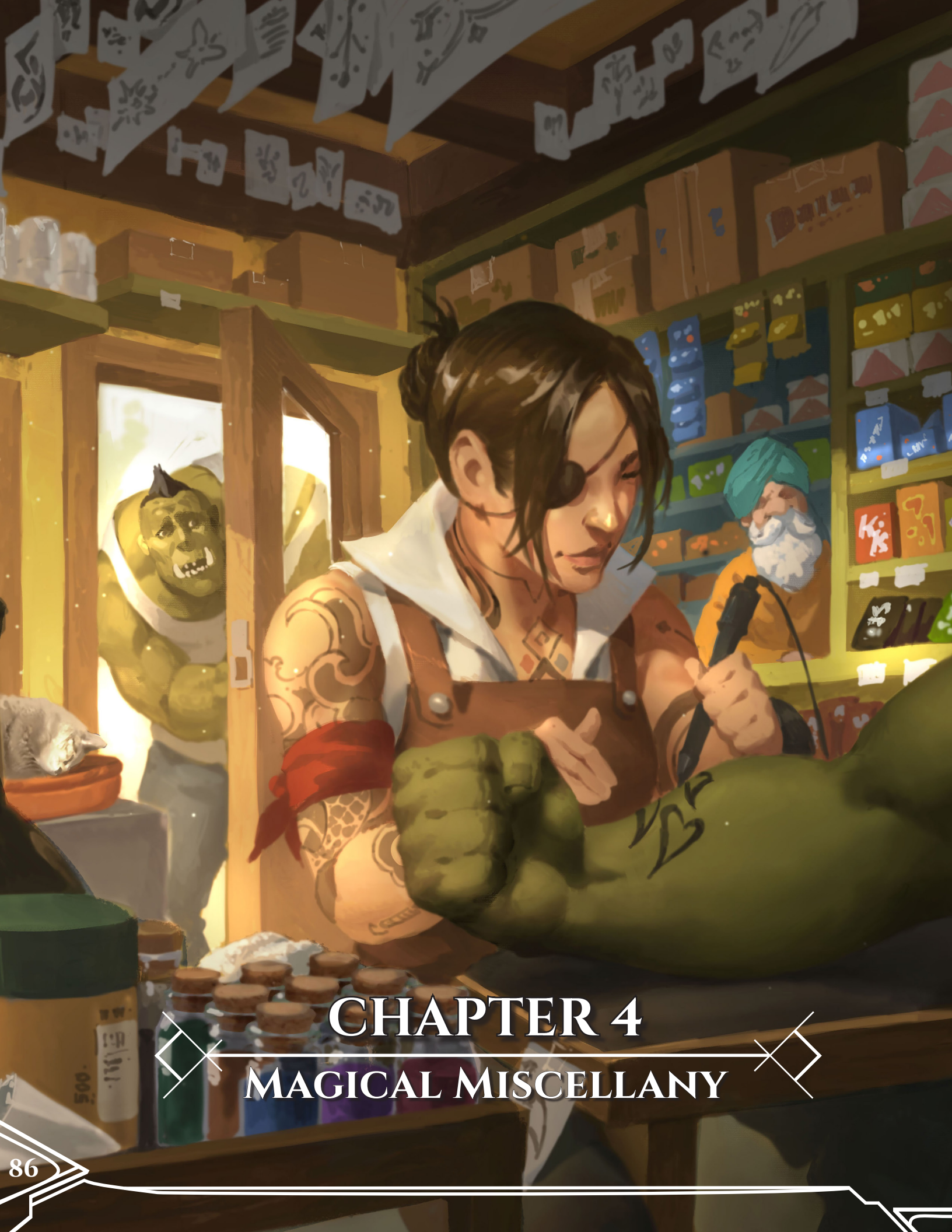
**Bite.** *Melee Weapon Attack:* +2 plus your proficiency bonus to hit, reach 0 ft., one creature in its space. *Hit:* 2d4 + your proficiency bonus piercing damage, or half that if the swarm has half its hit points or fewer.

**Trip Up.** Your warren swarm tramples about your foe's feet, knocking them prone if they were damaged by an attack this turn.

### BONUS ACTIONS

**Skittering Swarm (Requires Advanced Companion Feat).** The swarm can take the Disengage, Hide, or Trip Up action.





## CHAPTER 4

### MAGICAL MISCELLANY



# MAGIC ITEMS

## PERMANENT MAGIC TATTOOS

The following magic items are created on the body of the recipient. The process of inking the tattoo generally takes 8 hours, and due to the discomfort you can't take a long rest while receiving a permanent tattoo. In campaigns where it is possible to create magic items, it costs about half as much to create a permanent tattoo as other permanent magic items of the same rarity. You can't occupy the same body part with multiple magic tattoos unless a tattoo says it can share space with others. As part of inking a tattoo, the artist can remove another tattoo on the same body part. Each tattoo describes its size and any restrictions on where it can be placed. If a magic tattoo requires attunement, you can attune or break your attunement like any magic item. If your attunement to a tattoo ends, its magical properties cease to function until you attune to it again.

### BITTER ROSE TATTOO

*Tattoo, uncommon*

This rose tattoo's petals bear a yellowed hue and always glistens with dew. It is typically placed near the wrist or ankle. When a creature hits you with a bite attack, you can briefly exude a bitter oil from your skin as a reaction. The triggering creature becomes poisoned. At the end of each of its turns, the creature must make a DC 13 Constitution saving throw, ending the poisoned condition on it on a success. You cannot use this effect again until the next dawn.

### CANTRIP TATTOO

*Tattoo, common (requires attunement)*

This small tattoo of a magical symbol can be placed anywhere on your body. The tattoo contains a single cantrip chosen when it is created. You can cast the cantrip at will. It uses a spell attack modifier equal to 2 + your spellcasting ability modifier and a spell DC of 10 + your spellcasting ability modifier. Your spellcasting ability for this spell is Intelligence if it is from the wizard spell list, Wisdom if it is from the cleric or druid spell lists, or Charisma if it is from the bard, sorcerer, or warlock spell lists.

### CHILLGUARD TATTOO

*Tattoo, uncommon (requires attunement)*

Prized by those that work outdoors in cold climates, *chillguard tattoos* are hand-sized and placed over the heart. They depict a means of warmth, such as a hearth or a cottage in the snow, or sometimes creatures unbothered by the cold, polar bears, snow leopards, or arctic foxes. You have resistance to cold damage.

### COUNTERTAT

*Tattoo, rare (requires attunement)*

This tattoo consists of a geometric pattern covering your shoulder and shoulder blade. It allows you to surge with speed for a brief moment when a foe leaves an opening. When a creature within your reach rolls a 1 on the d20 for an attack roll or gets a result of 6 or lower on an attack roll to hit you, they provoke an opportunity attack from you.

### ENERGETIC INSCRIPTION TATTOO

*Tattoo, rare (requires attunement)*

When this tattoo is created choose from acid, cold, fire, lightning, or thunder. The tattoo depicts sources of the chosen energy along both your forearms and your hands. Your unarmed attacks are magical for the purposes of damage immunities, resistances, and vulnerabilities.

**Energize.** You can use a bonus action to speak the tattoo's command word, causing the chosen energy to emit from your hands. Your unarmed attacks deal an additional 2d6 damage of the chosen type to any target you hit. The energy lasts until you use a bonus action to speak the command word again or until you become unconscious or die.

### FAITHLIGHT TATTOO

*Tattoo, common*

This tattoo depicts a holy symbol and is usually inked on the palm or a single finger. If you worship the deity or philosophy represented by the tattoo, it counts a holy symbol for the purposes of spellcasting and Channel Divinity.

**Holy Light.** As an action you can cause the tattoo to emit light as a torch. You can end this effect as an action.

### INKPACK TATTOO

*Tattoo, uncommon*

Placed in a convenient location on your abdomen or upper leg, this tattoo depicts a container such as a chest or urn and usually at least 1 foot across. This tattoo connects to an extradimensional interior space, roughly 4 feet deep. The opening is as large as the tattoo's surface area on your skin, up to a maximum of 1 foot across for a Small creature or 2 feet across for a Medium creature. The tattoo can hold up to 75 pounds, not exceeding a volume of 64 cubic feet. Carrying items inside the tattoo does not affect your weight or carrying capacity. When you stow items, you



place them against the tattoo as an action, where they become a tattoo version of themselves as they enter the extradimensional space viewable in the opening of the container.

Removing an item reverses this process. Though the items are in your tattoo, they can be detected normally as they move about slightly and might alert suspicious individuals. You have advantage on Dexterity (Sleight of Hand) checks to conceal objects in the tattoo unless someone knows to check your tattoo for items.

If you die or the tattoo is overloaded or ruined, the contents of the tattoo expel themselves into the Astral Plane. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

### LAMPLIGHTER'S FLAME TATTOO

*Tattoo, common*

This simple flame tattoo on a finger or the back of the hand flickers and sways like real fire.

**Illuminate.** As a bonus action, you can cause the tattoo to shed light as a candle. You can end this effect as a bonus action.

**Ignite.** You can instantly light a flammable object such as candle, torch, or small campfire as an action. If you are wielding a weapon, you can use the weapon's reach instead of your own when using this ability.

### LYEGUARD TATTOO

*Tattoo, uncommon (requires attunement)*

Prized among alchemists, industrial washers, and vat workers, this tattoo takes the shape of fist-sized symbols associated with alchemy, usually related to alkali and acid. It is placed over the heart.

**Acid Resistance.** You have resistance to acid damage.

**Fume Shield.** You have advantage on saving throws against inhaled poisons.

### MINDBREAKER TATTOO

*Tattoo, uncommon*

Placed in a visible location, the forehead or cheeks, this tattoo depicts small but horrifying features such as monstrous eyes and teeth. The images come to life when you strike fear into the hearts of your enemies.

**Demoralize.** As a bonus action, you can attempt to demoralize a creature within 60 feet who can see you. Make a Charisma (Intimidation) check contested by the target creature's Wisdom saving throw. If you win, the creature is frightened for 1 minute. At the end of each of its turns, the creature can attempt a DC 13 Wisdom saving throw, ending the frightened condition on it on a success. You cannot use this effect again until the next dawn.

### MOCKINGBARD TATTOO

*Tattoo, uncommon (requires attunement)*

Palm-sized depictions of mockingbirds or dissonant musical notes are common appearances for this tattoo, placed on your upper chest or neck.

**Imitate.** You may make a Charisma (Deception) or Charisma (Performance) check with advantage contested by the hearer's Wisdom (Perception) check to verbally mimic sounds you have heard before, even those that would be otherwise impossible for your physiology.

**Innocuous Noise.** When you fail a Dexterity (Stealth) check, as a reaction, you can attempt to make a sound such as a meowing cat or leaves rustling in the wind. Make a Charisma (Deception) or Charisma (Performance) check and compare it to the passive Wisdom (Perception) DC of each creature that might notice your failed check.

Each creature you succeed against believes they noticed something inconsequential and not you, which at the GM's discretion may cause them to ignore you. You cannot use this ability again until the next dawn.





## RISEING PHOENIX TATTOO

*Tattoo, legendary (requires attunement)*

A phoenix fills most of either your back or your abdomen and chest. When you are reduced to 0 hit points, you can cause this tattoo to surge with bright flames that become a real inferno filling a 15-foot sphere. The flames reduce your body to a pile of ash and force all creatures in the area to make a DC 20 Dexterity saving throw, excepting any creatures you choose to exclude. Affected creatures take 20d8 fire damage on a failed save, or half as much damage on a successful one. One minute later, if the ashes have not been scattered, you rise again from the ashes at full hit points as though you had not died. A *rising phoenix tattoo* cannot trigger if it is destroyed by what killed you, or if you have no remains to turn to ash (for instance, if you were killed by a *disintegrate* spell). Once you use this ability, it cannot be used again for 10 days.

## SCALDGUARD TATTOO

*Tattoo, uncommon (requires attunement)*

*Scaldguard tattoos* are prized by chefs, smiths, and other people whose hands are about the flame at work. Inked over your heart, the tattoo will usually depict fire in some fashion: a flaming heart, a burning forge, or a sizzling skillet crossed with a spatula. You have resistance to fire damage and you can never catch on fire.

## SHIFTING STEEL TATTOO

*Tattoo, rare (requires attunement)*

Though inked on your chest or back, these paired tattoos are as hard as steel and move with blinding speed to intercept incoming attacks, even those you are unaware of. You gain a +2 bonus to AC if you are wearing no armor and using no shield.

**Steel Salvation.** When you are critically hit by an attack from an attacker you can see, you can use your reaction to change the critical hit into a normal hit. Once you use this effect, you can't use it again until the next dawn.

## SLEEVELESS STRENGTH TATTOO

*Tattoo, uncommon*

Abstract lines encircle your upper arms.

**Burst of Strength.** Before you attempt a Strength (Athletics) check, you can choose to have advantage on the check. As you attempt the check, the bands depicted in the tattoo twist and appear to tighten as your muscles surge and swell with tension and power, blasting off the sleeves of any non-magical clothing you are wearing. Each time you use this ability after the first since the last dawn, you gain a level of exhaustion.

## SPELLRUNE TATTOO

*Tattoo, rarity varies (requires attunement)*

Placed on the chest or back, this tattoo stores a single spell chosen when the tattoo is created. The elaborate pattern of the tattoo relates the function of the spell and incorporates magical sigils. An uncommon tattoo covers a hand, forearm, shoulder, hip, or similar sized area. A rare tattoo covers a shoulder, chest, abdomen, upper back, thigh, or multiple smaller areas like hand and forearm. A very rare tattoo covers an entire limb, the whole back, or your whole head. A legendary tattoo covers your entire torso, both arms, or both legs.

You cast the stored spell once without expending a spell slot. The spell's save DC is 8 + tattoo's proficiency bonus + your spellcasting ability modifier. Your spellcasting ability for this spell is Intelligence if it is from the wizard spell list, Wisdom if it is from the cleric or druid spell lists, or Charisma if it is from the bard, sorcerer, or warlock spell lists. (You choose if it is on multiple lists.) You cannot use this ability again until the next dawn.

SPELL LEVEL	RARITY	PROFICIENCY BONUS
1	Uncommon	+2
2	Uncommon	+2
3	Rare	+3
4	Rare	+3
5	Rare	+4
6	Very rare	+4
7	Very rare	+5
8	Very rare	+5
9	Legendary	+6

## SWIFTARM TATTOO

*Tattoo, uncommon*

This tattoo on your arm, hip, or leg depicts a life-size sheath or belt.

**Store Weapon.** You can store a single weapon within the tattoo and draw it as normal. While stored, the weapon appears as part of the tattoo, potentially changing the tattoo to suit it (such as changing from a scabbard to a strap for an axe). No one other than you can remove the weapon while it is in the tattoo. If you die or the tattoo is removed or ruined, the stored weapon appears in your space.



## VOID TATTOO

*Tattoo, rare*

This seemingly simple geometric tattoo is so dense as to appear as solid ink, but close inspection shows winding lines leading to nowhere in a fashion that no eye can follow without feeling like they are being drawn into nothingness. It occupies your back or most of one arm.

**Enter the Void.** As a bonus action, you can cause your void tattoo spreads across you, briefly cutting your mind off from the outside world. You gain the effects of the *mind blank* spell until the end of your next turn.

## WISHBRAND TATTOO

*Tattoo, uncommon (requires attunement)*

Wishbrand tattoos are made using specially formulated alchemical ink enchanted to enhance its properties. It depicts violent energy along your forearms. Your unarmed attacks are treated as magical for the purposes of damage resistances, immunities, and vulnerabilities.

**Channel Energy.** You can activate this tattoo when you cast a spell that deals acid, cold, fire, lighting, or thunder damage. You can also activate it when you take acid, cold, fire, lighting, or thunder damage. When activated, until the end of your next turn, your unarmed attack deals an additional 1d6 damage of the same type as the triggering effect (choose one if you dealt or took more than one type of damage simultaneously).

## FLOURISH TATTOOS

The following tattoos can only be placed atop an existing magical tattoo, sometimes with more a further requirement listed in the individual tattoo's description. If an underlying tattoo requires attunement, you must be attuned to it for any flourishes added atop it to function. If a flourish tattoo also requires attunement, each counts separately toward your limit of attuned magic items. Ending attunement to a flourish tattoo doesn't prevent the underlying tattoo or any other flourish tattoos from functioning.

### CHILDREN OF DARKNESS

*Tattoo (flourish), rare (requires attunement by a character with another magical tattoo)*

**Children of darkness** modifies (and shares the space of) an existing magical tattoo of at least rare rarity, adding deep shading out of which peer tiny eyes. You can cast *darkness* with the point of origin being the modified tattoo. There is no limit on how long you can maintain concentration on the spell. An enemy creature that starts its turn within the area of darkness must make a DC 15 Constitution saving throw. They take 3d6 cold damage on a failed save, or half damage on a success.

## COMPANION'S CACHE

*Tattoo (flourish), uncommon*

**Companion's cache** modifies (and shares the space of) an existing magical tattoo of at least uncommon rarity. The added details are subtle until the added effect is activated.

**Hideout.** Your companion creature or familiar can take an action to become part of the tattoo, appearing in its design. While a tattoo, the creature can't take any actions other than to return to its original form as an action. The creature remains in tattoo form for up to 8 hours. The creature cannot use this ability again until the next dawn.

## DIVINE ENTRANCE

*Tattoo (flourish), very rare (requires attunement by a character with another magical tattoo)*

**Divine entrance** modifies (and shares the space of) an existing magical tattoo on your arm or leg, adding religious icons and imagery to fill either both arms or both legs.

**Divine Entrance.** As an action, you teleport to an open space you can see within 1 mile. On arrival, choose up to six creatures within 30 feet of you. Each target regains hit points equal to 3d8 + your Charisma modifier. This ability has no effect on Undead or Constructs.

## EYES OF THE DRAGON

*Tattoo (flourish), legendary (requires attunement by a character with at least two other magical tattoos)*

**Eyes of the dragon** modifies (and shares the space of) at least two underlying magical tattoos, adding draconic eyes and other features across your torso, neck, or head.

**Truesight.** You have truesight to out to a range of 120 feet.

## EYES OF THE OWL

*Tattoo (flourish), uncommon*

**Eyes of the owl** modifies (and shares the space of) an existing magical tattoo, adding or exaggerating a pair of wide eyes.

**Darkvision.** You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.



## INK STEED

*Tattoo (flourish), rarity varies*

*Ink steed* modifies (and shares the space of) an existing magical tattoo with images of a horse or riding gear. You can touch the image as an action to cast *phantom steed* with a duration of 24 hours. When you do, the combined tattoo melts into a puddle of ink at your feet and reshapes into a large and colorful creature equipped with a saddle, whose exact features depend on the rarity of the *ink steed* tattoo. While the steed exists, you cannot benefit from or activate the *ink steed* or the underlying tattoo. When the spell ends the combined tattoo returns to your body. You cannot use this ability again until the next dawn.

**Ink Steed (Uncommon).** The creature appears as one suitable to carry you across the ground, such as a horse or riding dog.

**Ink Flight (Very Rare).** The steed appears as one with the ability to carry you through the air, such as a pegasus or griffon. It has a flying speed of 60 feet.

## LIGHTNING JUMP

*Tattoo (flourish), uncommon (requires attunement by a character with another magical tattoo)*

*Lightning jump* modifies (and shares the space of) an existing magical tattoo, adding little bolts of lightning. The tattoo has 3 charges (unless it would otherwise have more). The tattoo regains 1d4–1 expended charges daily at dawn unless it would regain more charges another way.

**Lightning Jump.** You can spend 1 charge from the tattoo to cast *misty step*. When you arrive, creatures within 20 feet of you must make a DC 13 Dexterity saving throw. They take 4d6 lightning damage on a failed save, or half damage on a success.

## LIVING SANCTUARY

*Tattoo (flourish), rare (requires attunement by a character with another magical tattoo)*

*Living sanctuary* modifies (and shares the space of) an existing magical tattoo, adding a halo of light that extends across that entire limb, your torso, or your head (wherever the base tattoo is).

**Healing Aura.** As an action, you project a healing aura for 1 minute. While it lasts, at the end of your turn, you and all creatures within 30 feet of you regain a number of hit points equal to half your level. Constructs and Undead are unaffected by this healing. You cannot activate the *living sanctuary* again until the next dawn. The underlying tattoo has no effect while the healing aura lasts, but you can dismiss the healing as a bonus action to resume any effect of the underlying tattoo.

## MAGICAL ENCORE

*Tattoo (flourish), very rare*

*Magical encore* modifies (and shares the space of) an existing magical tattoo, adding musical instruments or notes that continue along both arms. The modified tattoo must be one that can be activated at least once per day, and is not legendary or an artifact. You can activate this tattoo to activate the underlying tattoo. Doing so takes the same action as the underlying tattoo. Once you use this tattoo, you can't use it again until the next dawn.

## MIRROR OF DEATH

*Tattoo (flourish), legendary*

*Mirror of Death* modifies (and shares the space of) an existing magical tattoo of at least very rare rarity with symbols of death and adds matching iconography to an entire additional limb.

**Mirror.** When a creature within 90 feet casts a conjuration spell that summons a creature, you can copy that spell as a reaction. The ink of the combined tattoo flows off your body to create a copy of that creature within 5 feet of you except that your copy is Undead instead of its usual type, has resistance to necrotic damage, and weakness to radiant damage. The creature disappears when you lose concentration (as if concentrating on a spell) or when it is reduced to 0 hit points. The underlying tattoo has no effect while the copy exists. The ink returns when the creature disappears.

## SINCLAIR'S CATALYST

*Tattoo (flourish), rarity varies*

*Sinclair's catalyst* modifies (and shares the space of) an existing *spellrune tattoo* (page 21), adding additional magical symbols. When you cast the spell from the modified tattoo, the spell is cast at half your level (rounded up) to a maximum determined by the rarity of *Sinclair's catalyst*.

**Rare Version.** The spell can become up to 6th level.

**Very Rare Version.** The spell can become up to 9th level.



## TEMPERED GLASS

Made from standard glass, tempered glass is made using a secret technique mastered by the bovians and glass with a high material purity. By applying extra heat on pre-formed high-purity glass, it becomes stronger and more resilient, able to take strikes that would normally shatter untreated glass. Additionally, instead of breaking into shards, it breaks into smaller, more granular pieces, making it safer and easier to deal with when broken.

A single weapon or ten pieces of ammunition can be made out of tempered glass for an additional 25 gp. Tempered glass can also be used to make a breastplate, half-plate, or full-plate for an additional 50 gp.

## LIGHTCATCHER GLASS

Much like tempered glass, lightcatcher glass does not occur in nature but is made using secret techniques. Although all glass is capable of refracting, reflecting, and even splitting light, lightcatcher glass has the curious trick of capturing light within. The light tends to move like motes within the surface of glass, and when the glass is moved with enough force, it looks like beams of light. If exposed to bright light for at least one hour, an item made of lightcatcher glass stores the light within and can release that light later.

### LIGHTCATCHER GLASS BAUBLE

*Wondorus Item, common*

This palm-sized glass trinket or holy symbol produces light. The item has 3 charges. It regains all charges after spending 1 hour in bright sunlight. As an action, you can agitate the item and spend 1 charge to cause the lightcatcher glass item to shed light as a torch for 1 hour.

### LIGHTCATCHER GLASS ARMOR

*Armor (any tempered glass), uncommon*

This armor shimmers with internal light. The armor has 3 charges. It regains all charges after spending 1 hour in bright sunlight.

**Agitate.** As an action, you jostle the armor and spend 1 charge to cause the lightcatcher glass item to shed light as a torch for 1 hour.

**Flash.** When a creature rolls a natural 1 on a melee attack roll against you while you wear the armor, the armor loses 1 charge. If it had any to lose, the attacker is blinded for 1 round.

### LIGHTCATCHER GLASS SHIELD

*Shield (any tempered glass), uncommon*

This shield shimmers with internal light. The shield has 3 charges. It regains all charges after spending 1 hour in bright sunlight.

**Agitate.** As an action, you spend 1 charge to cause the lightcatcher glass item to shed light as a torch for 1 hour.

**Flash.** When a creature misses you with an attack, you can spend 1 charge and angle your shield to blind the attacker using your reaction. It must succeed at a DC 15 Constitution saving throw or be blinded for 1 round.

### LIGHTCATCHER GLASS WEAPON

*Weapon (any tempered glass), uncommon*

The striking surface of this weapon is translucent. The weapon has 3 charges. It regains all charges after spending 1 hour in bright sunlight.

**Agitate.** As an action, you spend 1 charge to cause the lightcatcher glass item to shed light as a torch for 1 hour.

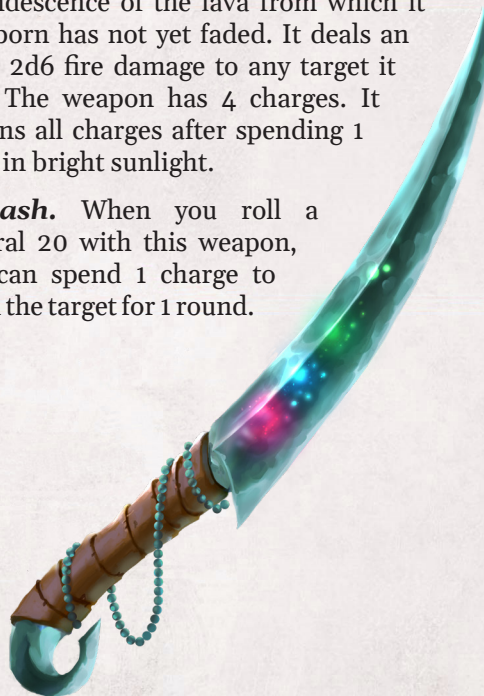
**Flash.** When you roll a natural 20 on an attack roll with a lightcatcher glass weapon, you can spend 1 charge to blind the target for 1 round.

### OBSIDIAN EDGE

*Weapon (greataxe), very rare (requires attunement)*

This lightcatcher-glass greataxe looks to be made from volcanic glass glowing from within as if the incandescence of the lava from which it was born has not yet faded. It deals an extra 2d6 fire damage to any target it hits. The weapon has 4 charges. It regains all charges after spending 1 hour in bright sunlight.

**Flash.** When you roll a natural 20 with this weapon, you can spend 1 charge to blind the target for 1 round.





**Stored Light.** As an action, you release all the light stored in obsidian edge as long as it has at least 2 charges left. Creatures within 30 feet must succeed at a DC 17 Constitution saving throw or be blinded for 1 minute. A creature within 5 feet that fails also catches fire; until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns. A creature blinded by the stored light must make another Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

## THUNDERGLASS

Collected from the glass left behind after storms, this rare type of glass attains much of the power of the lightning that created it. Retaining this power is a challenge for the most masterful of glassworkers, and the technique is a closely guarded secret amongst the bovians known for it. If done correctly, this glass strikes like lightning and blows against it resound with the sound of thunder.

### THUNDERGLASS ARMOR

*Armor (any tempered glass), very rare*

Thunderglass armor is usually insulated with earth or dried pitch to provide the wearer protection from the electrical energy within.

**Electrified.** You gain lightning resistance while wearing thunderglass armor. If you are grappled, the creature grappling you takes 2d6 lightning damage at the end of each of its turns until the grapple ends.

### THUNDERGLASS SHIELD

*Armor (shield), very rare*

A thunderglass shield is usually insulated with earth or dried pitch to provide the wearer protection from the electrical energy within.

**Reverberation.** You gain thunder resistance while wielding a thunderglass shield, and when a creature rolls a natural 1 on a melee attack roll against you, it takes 2d6 thunder damage.

### THUNDERGLASS WEAPON

*Weapon (any tempered glass), rare*

Crafting thunderglass weapons is considered by bovians to be a sacred act, requiring a level of skill and devotion bordering on the monastic. Forging any sort of glass into weapons is difficult, but the volatility of thunderglass redoubles the challenge. It is all too easy to release the electricity within, leaving you with a fine glass weapon that lacks any magical power.

The handles for these weapons are often wrapped thick with leather to protect the wielder, or crafted with uncommonly long wooden hafts to keep some extra distance. The weapons are constantly surrounded with an aura of sparking electricity and static energy. When you roll a natural 20 on attack roll with a thunderglass weapon, your critical hit deals an extra 1d6 lightning damage and 1d6 thunder damage.

### FRACTURED WEAPON

*Weapon (any), uncommon (requires attunement)*

With a mighty blow, this weapon shatters apart, spreading shrapnel everywhere before coming back together again. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Bleed.** When you roll a natural 20 on your attack roll with this magic weapon, you cause the target to bleed. At the start of each of the bleeding creature's turns, it takes 1d4 necrotic damage for every bleeding wound it has, and it can then make a DC 13 Constitution saving throw, ending the effect on itself on a success. Alternatively, the bleeding creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.





## GLASS HOUSE

*Wondrous item, rare*

This glass-blown facsimile takes on the form of a simple cottage with distinct color-work.

**Enlarge.** You can concentrate on the glass house for 1 minute to cause the tiny glass cottage to grow into a small cottage made of shimmering glass which casts light through it like the surface of gently rippling water. The house is large enough to house 5 Small or Medium creatures comfortably. The house's form traps heat in cold environments. The house is comfortably furnished, but offers only bare privacy with frosted glass walls. The walls of the structure physically offer half cover but only lightly obscure creatures against sight. Any damage done to the activated house remains when the house returns to its deactivated size but can be repaired with 8 hours of work, supplies worth 50 gp, and a successful DC 15 Dexterity check using glassblower's tools. Creatures within 30 feet that damage the house take 1d8 piercing damage and 1d8 slashing damage as retributive shards of glass fly toward them. Reducing the house to its original size takes 1 minute, and creatures or objects inside the house are ejected unharmed. Once you transform the house into full size, it can't be transformed to full size again until 5 days have passed.

## KINETIC WEAPON

*Weapon (any), uncommon (requires attunement)*

With every swing, your weapon builds up energy before letting it loose in a single hit.

**Release energy.** When you hit with this weapon, it deals an additional 1d6 force damage for each attack you've made with it that's missed since the start of your turn or your last successful hit (whichever is more recent).

## MAZEHIDE

*Armor (hide), very rare (requires attunement)*

This suit of hide armor is marked by intricate maze patterns that often shift when not observed, looking different upon subsequent viewings. While wearing this armor, you gain a +3 bonus to AC and have advantage on Intelligence checks to find your way in a maze (including the maze spell). The armor has 4 charges. It regains 1d4 charges daily at dawn.

**Cheat.** You can spend 2 charges to cast passwall. This spell can affect any inanimate material (including metal). If the passage would not connect to another open area, the casting has no effect, but doesn't count as a use of this ability.

**Warp Space.** As action, you can spend 1 charge to cause the terrain in a 30-foot sphere centered on you to become twisted and confusing. The area counts as difficult terrain for 1 hour. Creatures in this difficult terrain can't have advantage on attack rolls against you (although they still avoid disadvantage if they would have both advantage and disadvantage). Minotaurs and anyone wearing mazehide are immune to this effect.

## PORTABLE OUBLIETTE

*Wondrous item, very rare*

This three-and-a-half-foot wide iron and frosted-glass trap door has three handles spaced along its top and looks to have been pulled from its hinges, belying its functional nature. When placed on a flat horizontal surface, the portable oubliette's hinges adhere to the ground, and the door can be opened by pulling one of its three handles as an interaction with an object. Each handle opens into a separate, extradimensional, cylindrical cell, each of which can hold up to two Medium creatures or one Large creature along with their gear. If the portable oubliette is lifted by the side of its hinge, it comes away from the floor and can be carried.

Opening the oubliette from within requires the creature to reach the door, which is 30 feet off the ground. Climbing the walls requires a successful DC 20 Strength (Athletics) check. Opening the door from within requires forcing it open with a successful DC 20 Strength check or unlocking it with a successful DC 20 Dexterity check using thieves' tools. The DCs to open the door increase by 2 if the portable oubliette is not currently attached to a horizontal surface. If the portable oubliette is opened from within, placed within another extradimensional space, or becomes broken, all creatures contained within are immediately expelled into the nearest empty spaces along with their gear. The cells clean themselves once daily and can be lightly furnished at the will of the person opening it, but are normally just damp cylindrical stone chambers with no comforts. Creatures within can survive by eating the moss and drinking condensation within.

The portable oubliette rejects being used as item storage. If items are added to a cell without a creature that can hold or carry them, the items are violently ejected, targeting the person who added them and dealing 2d6 damage (of a type determined by the GM as appropriate for the item), or half damage if they succeed at a DC 15 Dexterity saving throw.



## SAGA ARMOR

### Armor (plate), rare (requires attunement)

This artistically flourished tempered-glass plate armor has embedded upon its surface a vast history embodied in glass, telling tales both figurative and literal.

**Ancestor's Bravery.** You have advantage on saving throws against being frightened.

**Evoke Tale.** As a bonus action you evoke one of the tales displayed on the armor, attempting to embody its virtues. Make a DC 15 Charisma (Performance) check. On a success, gain one of the following benefits until the beginning of your next turn.

- **Artistry.** Add 1d4 to your Charisma (Performance) checks and any ability check to use a tool.
- **Community.** Add 1d4 to your Wisdom (Insight) and Charisma (Persuasion) checks.
- **Resilience.** Gain a +1 bonus to your AC.
- **Solidarity.** Take the Help action.
- **Victory.** Add 1d4 to your attack rolls.

## STORY GLASS

### Wondrous Item, rarity varies (requires attunement by a character proficient in History or Performance)

These rounded, small, colorfully pigmented glass shapes take many forms. Each one is unique to the craftsperson that makes them or the storyteller they are made for and commonly found among bovia travelers and communities. You can cast *minor illusion* at will, even if you are not attuned to the bead. If you are attuned, you can cast *major image*. This ability can't be used again until the next dawn. Typical *story glass* has no other powers and is an uncommon item, unlike the variant below.

**Greater Story Glass (Rare).** You can cast *minor illusion* at will, even if you are not attuned to the bead. When you cast *major image*, you can create any number of illusory creature or objects as long as they all appear within a 20-foot cube at the time of casting. You can move them within range as normal, and can move each image individually. A creature that disbelieves any image disbelieves them all.

## NEVERENDING STORY GLASS

### Wondrous item, artifact (requires attunement by a character proficient in Performance)

Legends tell of a story glass that predates and perhaps eludes time itself, telling a tale that never ends and proffers incredible power upon the one who wields it. If you have an illusion spell active, you have advantage on Charisma (Performance) checks.

**Minor Illusion.** You can cast *minor illusion* at will, even if you are not attuned to the bead.

**Major Image.** You can cast a 6th-level *major image* at will. You can create any number of illusory creature or objects as long as they all appear within a 20-foot cube at the time of casting. You can move them within range as normal, and can move each image individually. A creature that disbelieves any image, disbelieves them all.

**Destroying the Neverending Story Glass.** Destroying the neverending story glass requires the attuned character to tell the tale of the end of everything and succeed at a DC 30 Charisma (Performance) check. On a success, the character is drawn into the bead as it fades to nothingness and cannot be resurrected under any circumstances.





## STORIED STANDARD

*Wondrous item, rare (requires attunement)*

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Bovians as a people are loath to enter war, tending to prefer diplomacy and peaceful resolution; they rarely gather in large enough numbers to be considered an army. There are times, however, when in defense of those they hold dear, they must come together to wage war. When that happens, they bring forth the storied standard. The banner of the standard is made from a mosaic of colored glass woven into cloth, each bead and plate representing something different: a fallen warrior, a victory, a loss, every battle fought regardless of the outcome. Over time, these standards become larger and larger until they can no longer be held aloft. When it gets to that point, the standard is retired and the banner reforged into a single sheet of glass to be put on display and to tell its story. Until then, they inspire those fighting to recall what they are fighting for.

**Raise the Standard.** While holding the standard in two hands, you cast *bleed* targeting any number of creatures within 30 feet. Your concentration on this spell ends immediately if you are not holding the standard in at least one hand.

**Tale of Preservation.** When you take an action with a *vitamancy* cost, you can choose not to lose hit points from that action if you are holding the standard. Once you do, this power can't be used again until the next dawn.



# SPELLS

## ARCANE KNIFE

*Evocation cantrip (warlock or wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You conjure a small blade of arcane energy in your hand, useful for carving sigils and your foes. Make a melee spell attack against the target. On a hit, the target takes 1d4 force damage.

**At Higher Levels.** The spell's damage increases by 1d4 when you reach fifth level (2d4), 11th level (3d4) and 17th level (4d4).

## FRAYING FATE

*3rd-level divination (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, V

**Duration:** 1 round

You foresee the potential future actions of a creature and force it to stick to a chosen course lest their minds fray from the futility of fighting fate. Choose a creature you can see with range. They must succeed at a Charisma saving throw or follow one of the possible futures you have seen. The spell has no effect if the target doesn't understand your language.

**Attack a nearby creature.** The target spends their turn moving towards a creature of your choice within 30 feet of them and attacking them.

**Flee.** The target spends its turn moving away from a creature of your choice within range by the fastest available means.

**Cast a spell.** The target spends their turn casting a spell of their lowest level available. You must know they can cast spells. If you know the name or effect of a specific spell, you can choose that spell to be cast as well as its targets. If you do not know any spells they can cast, they choose one at random from their available lowest level spells, and it targets the nearest eligible target that isn't you.

Until the creature finishes performing their chosen option, they are frightened.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature within range for each slot level above 3rd. You can choose different actions for each creature.

## GEODE STRIKE

*2nd-level evocation (druid, ranger, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a sling)

**Duration:** Instantaneous

Your magic empowers the stones tossed from your sling. Make a ranged sling attack against a creature within range. On a hit, the target suffers the sling's normal effects plus 3d6 bludgeoning damage and any creature within 5 feet of the target must succeed on a Dexterity saving throw or take 1d6 bludgeoning damage as they are pelted by magical debris from your thrown stone.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage from the stone and from the debris each increases by 1d6 for each slot level above 2nd.

## GROUNDED GUMPTION

*4th-level evocation (druid, ranger, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a sling)

**Duration:** 1 minute

You draw power from the solid ground beneath you. You gain 20 temporary hit points for the duration.

As long as you don't willingly move from your current location, you have resistance to bludgeoning damage, you have advantage on ability contests and saving throws made against attacks or effects that would force you to move against your will, and you have immunity to the prone condition.

## HOLD THE LINE

*Evocation cantrip (druid, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a sling)

**Duration:** Instantaneous

You use a sling to launch a magically weighted stone. Make a ranged attack with a sling against a creature within range. On a hit, the target suffers the sling attack's normal effects and is pushed back 5 feet away from you, or 10 feet if it was a critical hit.



When you reach 5th level, the sling attack deals an extra 1d6 bludgeoning damage on a hit (2d6 total), and the distance the creature is pushed back increases by 5 feet (10 feet total). The damage increases by another 1d6 and the distance pushed back by an additional 5 feet when you reach 11th level (3d6, 15 feet), and 17th level (4d6, 20 feet).

### PARADOX INCEPTION

*1st-level enchantment (bard, warlock)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (clay)

**Duration:** Concentration, up to 1 minute

You overwhelm a creature's mind with apparent paradoxes wherever they look. You deal 1d4 psychic damage to a creature you can see within range. The target must make an Intelligence saving throw. If it fails, its mind is clouded for the duration such that whenever the target casts a spell, the target must roll a d4 and subtract the number rolled from its spell attack roll and spell DC. While concentrating on this spell, as a bonus action, you can force the target to make another Intelligence saving throw. On a failure, it takes another 1d4 psychic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each instance of psychic damage increases by 1d4 per slot level above 1st.

### SENSE FUTURES

*1st-level divination (bard, cleric, druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, V

**Duration:** 1 minute

You project your senses slightly ahead of yourself in time. When you cast this spell, you take the Search action, using any square within range as the origin of the Search as if you were in that space. For as long as you are concentrating on this spell, you can spend a bonus action on your subsequent turns to Search again from within range.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the range by 30 feet for every two slot levels above 1st, and increase the duration to 10 minutes. If you cast this spell using a spell slot of 6th level or higher, the duration becomes 1 hour. If you cast this spell using a 9th-level spell slot, the duration becomes 8 hours.

### SUNDER THE WEAVE

*6th-level abjuration (bard, druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (30-foot-radius-sphere)

**Components:** V, S, M (shears)

**Duration:** Concentration, up to 10 minutes

You have control over the threads of time and fate around you, ending certain spells and magical effects. Spells of 6th level or lower of the divination and transmutation schools end. If there are any higher-level spells of those schools, make a single ability check using your spellcasting ability. The DC equals 10 + the spell or effect level. On a successful check, the spell or magical effect ends. You use the result of a single roll against all qualifying effects. In addition, all remaining items and magical effects that grant truesight or other enhanced senses, as well as those that penalize speed, increase speed, grant additional actions, or that alter time for a creature (such as a stone golem's ability to slow creatures) don't function in the area.

As long as this spell is active, you cannot be the target of a scrying effect unless the source succeeds at a spellcasting ability check against your spell save DC.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th. When you cast this spell using a 9th-level slot, its maximum duration is 1 hour.

## SHAMAN SPELLS

### AURA OF IMMORTALITY

*4th-level abjuration (shaman)*

**Casting Time:** 1 reaction, which you take when you or an ally within 30 feet of you is reduced to 1 or 0 hit points

**Range:** Self (30-foot-radius)

**Components:** S

**Duration:** Until the end of your next turn

Casting this spell reduces you to 1 hit point if you were not already at 1 hit point. Allies in the area that would be reduced to 0 hit points can instead choose to be reduced to 1 hit point. They become immune to all damage but also can't regain hit points or gain temporary hit points for the duration.

### DEADLY VITAMANCY

*9th-level necromancy (shaman)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** S, HP



**Duration:** Instantaneous

You almost effortlessly strike at the core of a creature's life force. Choose a creature within range that you can see. If it is not a Construct, it makes a Constitution saving throw. The saving throw gets a +5 bonus unless it has 100 hit points or fewer. On a failed save, it dies.

### ESSENCE FLOW

*3rd-level necromancy (shaman)*

**Casting Time:** 1 reaction, when an ally is reduced to 0 hit points but does not die

**Range:** 30 feet

**Components:** V, S, HP

**Duration:** Instantaneous

The ally regains hit points equal to 3d8 + your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the hit points healed increase by 1d8 for each slot level above 3rd.

### UNTIL DEATH DO US PART

*3rd-level necromancy (shaman)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You connect your life-force to an opponent. Make a spell attack roll. Allies can willingly accept the attack if they are neither incapacitated nor restrained. Constructs are immune. On a hit, the target is bound to you by a spectral chain for the duration. If your hit point total was above half your hit point maximum, you lose hit points to reduce you below half your maximum just before the chain appears (which doesn't break your concentration). Whenever you lose hit points after the chain appears, the target takes necrotic damage equal to half the amount you lost if it is within 150 feet of you. Whenever you regain hit points or gain temporary hit points, the creature does the same for half the amount if it is within 150 feet. You can dismiss the spell as an action. The spell ends if the target drops to 0 hit points, if your hit point total is ever above half your hit point maximum (after that healing is shared), or if this spell is cast again by either you or the target.

### UPWELLING OF LIFE

*1st-level evocation (shaman)*

**Casting Time:** 1 reaction, which you take when you are damaged

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

When you cast this spell, you send some of your spilled life force to bolster your allies. Up to two allied creatures (other than you) of your choice in range regain hit points equal to your spellcasting ability modifier, up to a maximum of the damage you took.

Until the duration ends, when you take damage you can use your reaction to restore 1 hit point to up to two allied creatures within range as long as the damage doesn't break your concentration. Constructs and Undead are not affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing when you cast the spell increases by 1 hit point per slot level above 1st and the healing when you use your reaction while you maintain concentration increases to equal the slot level.

### VITAL DRAIN

*6th-level necromancy (shaman)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, HP

**Duration:** Concentration, up to 1 hour

As part of casting this spell, you can force a creature within 30 feet to make a Constitution saving throw. On a failure, that creature loses hit points to pay your vitamancy cost to cast the spell instead of you. On a success, you pay the vitamancy cost normally. Either way, that creature is then immune to this spell from you for 1 day. Up to once per turn when you would pay a vitamancy cost for as long as the spell lasts, you can force a new creature to make the saving throw against this spell and pay the cost for you on a failure.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, the duration is 1 hour and any target with 100 hit points or fewer automatically fails its saving throw.

### WAVES OF HURT

*2nd-level necromancy (shaman)*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S

**Duration:** 1 minute

Your feelings of pain are amplified and echo around you to wound your foes. Whenever you lose hit points when you already had fewer hit points than half your hit point maximum, each opponent within range takes 1d4 necrotic damage. You can dismiss the spell as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d4 per two slot levels above 2nd.





# CHAPTER 5

## GM TOOLS



# CONSUMING CURSES

*Some fates are inevitable. You square off against a werewolf: spells are slung, blows are traded, and someone gets nicked by a fang. The curse takes hold, and at the next full moon's rise you become a werewolf.*

Using the default rules, you can seek a cure and it can be as easy as a spell cast or something a bit more elaborate like a potion with a rare ingredient obtainable through an adventure. Either way, this may seem like getting off easy if the only real drawback being a little rampage every full moon. Now all this is fine, if you want to get rid of the curse quickly.

But what if there was more to it? What if the curse meant more? Did more? What if it had long-felt consequences for you? What if you could harness the power of the curse?

## CONTRACTING A CONSUMING CURSE

Curses can be contracted in many ways. The most common occurrences are cursed objects or, in the infamous case of lycanthropy, being bitten by someone who suffers from the curse. Individual curses suggest ways they might be contracted, but curses are idiosyncratic, unpredictable things that might defy expectations. Whenever a creature's special ability, a spell or an item calls for a saving throw against a curse, your GM might decide to use a consuming curse instead. Your curse might also arise before the campaign begins, such as if you choose the cursed variant background feature below.

You can only have one consuming curse at a time. You are immune to other consuming curses while you have one already.

### CURSED CAMPAIGNS

Instead of introducing a consuming curse in a campaign in progress, you might decide to include the curse(s) from the very beginning. Consider giving one, or all, player(s) around the table the Cursed background.

### VARIANT FEATURE: CURSED

You had lived a normal life up until recently but something unexpected happened—perhaps a close encounter with a foul beast, a trek through terrible lands, or an altercation with a disgruntled deity. Whatever the incident, you came back from the experience changed, cursed. With this knowledge in mind, you can no longer live a normal life. Perhaps you will find the answers you're seeking on the road. You contract a consuming curse instead of gaining the usual feature for your background.

When you choose this variant background feature, work with your GM to decide how much you know about your curse and its source. Have you had any sign of it since it cursed you? Do you have any specific hope for a cure?

## USING A CONSUMING CURSE

A consuming curse has the following elements. You gain the curse's initial gift and stain immediately upon becoming cursed.

### SAVING THROW

The listed saving throw is used whenever the curse calls for one (unless noted otherwise).

### GIFT

Gifts are boons granted by the curse, each one a benefit of the power imposed upon you for as long as you remain cursed. These boons can range from simple new abilities and resistances to new appendages and altered nature.

### STAIN

Each curse also gives you stains, which are generally drawbacks. They might include changes to your character's appearance, inability to perform certain tasks or disadvantage on certain actions. These changes can be subtle at first, but be wary, as they will inevitably turn you into an unrecognizable version of yourself if left unchecked.

**Cursed Flaws.** Many curse stains include a flaw. Each cursed flaw reflects a way that the curse has changed you for the worse or a temptation to give into the curse's nature. As with any other flaw, one granted can be customized to suit your character, although the GM can also change it to reflect the curse and its origins (instead of reflecting your character). Giving in to the drawback represented by a cursed flaw is typically a way you can gain inspiration.

**Blighted Characteristics.** Sometimes a curse's stain blights one or more of your characteristics (trait, ideal, bond, or flaw), as the curse overshadows parts of your background, personality, and memories. You can't gain inspiration from a characteristic that has been blighted until that stain has been removed, and it generally seems muted (although the exact effect of a blighted characteristic on your character is up to you).



## THE CURSE'S GROWTH

Each consuming curse is linked to several feats that build upon it. Curse feats each add one or more additional gifts and stains to your consuming curse. Regardless of how you ended up with the curse, you gain access to the feats associated with it as soon as the curse takes hold, and can choose any you qualify for whenever you gain an Ability Score Improvement.

As long as you have a consuming curse, whenever you gain an Ability Score Improvement and qualify for a curse feat, you must attempt the appropriate saving throw listed for your curse. On a success, you can choose a feat or an Ability Score Improvement as usual (you are free to choose a curse feat if you want to). On a failure, you must choose a curse feat you qualify for instead. If you fail this saving throw by 5 or more, the curse also manifests (see below).

## REMOVING A CONSUMING CURSE

Unlike removing a standard curse, which often comes down to a simple *remove curse* spell, removing a consuming curse requires a lot more time and takes a greater toll on your body. With a consuming curse, each curse feat gained has to be removed in succession starting with the latest acquired until you can remove the underlying curse and be truly cured. If a curse feat is removed, you lose all its gifts and stains and can replace the feat with an Ability Score Improvement or other feat. This generally requires attempting to Fight the Curse during downtime (described later) or the use of little-known magic such as the *cleanse curse* spell below.

### CLEANSE CURSE

4th-level abjuration

**Casting Time:** 8 hours

**Range:** 10 feet

**Components:** V, S, M (rare ingredients worth at least 75 gp, which the spell consumes, and an object opposed to the curse's nature for every cursed feat the target has)

**Duration:** Instantaneous

**Classes** cleric, paladin, warlock, wizard

You loosen a consuming curse's hold on one creature you can see provided you have correctly identified it and gathered ingredients repulsive to it. However, consuming curses have a tendency to fight back.

Make an ability check using your spellcasting ability against the curse's DC. On a success, the target's curse manifests. If the target's hit points are reduced to 0 before the manifestation ends, the curse ends. The character can choose replacement feats or Ability Score Improvements for each cursed feat removed. If you succeed by 5 or more or target had no cursed feats, the curse is completely removed immediately. On a failed ability check, the curse manifests but even defeating the character while manifested doesn't remove the curse. If you fail this check by 5 or more, you gain the consuming curse yourself and the target must replace an Ability Score Improvement or feat they possess with a cursed feat (if possible).

## CURSES IN DOWNTIME

For as long as you are cursed, you have access to the following downtime activities.

### EMBRACE THE CURSE

One's curse is another's blessing. You might decide to try and harness the power of your consuming curse, willingly giving it more purchase upon your soul. You spend some time to concentrate, focus, or train with the power your curse grants you to do so. You replace one of your existing feats or Ability Score Improvements with a new feat from the cursed feat list for which you meet the prerequisites. This can only be done once per week and takes 1 day of downtime to complete.

### FIGHT THE CURSE

You can attempt to resist the curse on your own, fighting against it like one would fight off an infection. This process is taxing, and requires you to connect with the curse within you, which can lead to ... unforeseen results. You can't begin the attempt while you have any levels of exhaustion. You can attempt to do so by spending 5 days of downtime. Methods to fend off the curse's encroaching hold vary with the nature of the curse, but often involve spending time meditating in hallowed areas, receiving treatment from magical experts, or asking blessings from spiritual leaders. Attempt the appropriate saving throw listed for your curse. On a success, you can replace a cursed feat you have with an Ability Score Improvement or a feat that you could have chosen for that level. On a failure, you change nothing. If you fail this saving throw by 5 or more, the curse also manifests (see below).

After you attempt the saving throw, and after any manifestation ends, you gain 1d6 levels of exhaustion and can't attempt to remove the curse again while you have any levels of exhaustion remaining.



## MANIFESTED CONSUMING CURSE

A consuming curse can manifest, allowing it to take over its host and terrorize the world. A consuming curse can manifest for many reasons, like a failed ritual to cure the host from its curse, if the curse has gained too much ground within its host, or because of a significant event, which can be determined by the GM. Consuming curses manifest in various ways, always listed in the consuming dedication, but more often than not involve gaining additional powers in service of a newfound nefarious goal, impacting the land and wildlife around you or simply going on a murderous rampage. The cursed character gains a template associated with the growing curse and regains all their hit points. If the hit points of a character become 0 while their curse is manifested, the manifestation ends and they fall unconscious, but are stable.

### PLAYING THE MANIFESTED CURSE

A compelled and empowered character can lead to a deadly confrontation between player characters. You and your GM should discuss the best way to handle the manifestation for the story and everyone's fun. You might hand over your character sheet for the duration of the manifestation for the GM to use it as a hostile NPC rather than fight your own party yourself. You might find other targets to fixate on and allow the party to act in parallel to you. Your group might step back and briefly narrate what happens rather than play out the combat action-by-action.

If the tone of the game suits an intense emotional struggle, the GM can add the following trait to the manifested character:

**Fighting the Manifestation.** When the cursed character starts their turn and they took damage since the start of their last turn, they can attempt a Wisdom saving throw against the curse's DC. On a success, the cursed character is incapacitated for 1 round. If they spent inspiration on the saving throw, they regain control for that round.

## ASTERION'S PUNISHMENT

Like Asterion, the first minotaur, you have angered a god and now share his curse. Your heart is filled with anger and your mind is trapped in an eternal maze. You can feel yourself slowly drifting away, enraged by the perpetual feeling of being lost despite your perfect sense of direction.

## DIVINE AFFLICTION

Asperion's punishment is always of divine origin. Initially used by a Bovian god to punish the Conqueror for his solution of violence and territorial expansion to the blight poisoning his people's land, the curse is now commonly used by many gods to punish similar crimes. Excess of violence or territorial expansions, particularly ones who claim acting in the name of the greater good, might earn this curse. More than one paladin has seen themselves cursed with Asterion's Punishment after leading a regiment of soldiers to wrongfully evict from their land one people or another in the name of their deity.

In the later years, a new way of contracting the Conqueror's curse has seen the light of day. Many lesser devils have been caught scouring tunnels and caves, offering lost travelers the "gift of the minotaur", granting them a supernatural sense of direction. Desperate and eager to see the daylight again, many poor souls have accepted the boon and signed the contract, to quickly find their way back underground once the curse's obsession had taken hold, in a poetic twist of fate.

### ASTERION'S PUNISHMENT

#### *Curse, consuming*

You angered a deity through illegitimate conquest or you have signed a devilish contract. Now, you find yourself strangely irritable, prone to violence and confrontational towards strangers.

**Saving Throw.** Wisdom DC 8 + twice your proficiency bonus

**Gift.** You gain the following benefits:

- You gain the Rage barbarian feature as a barbarian of your level. If you are already a barbarian, you gain an extra use of your Rage feature.
- You have advantage on ability checks to navigate or track creatures.

**Stain.** You have the following drawbacks:

- Reduce your Intelligence score and Dexterity scores each by 1.
- You must use your bonus action to Rage before taking any other action on your first turn of any combat encounter.
- One of your bonds becomes blighted. You gain the flaw "I am uncomfortable around people I don't already know."



**Manifestation.** You become enraged and agoraphobic, lashing out at everything in your path until you find a cave, basement, or tunnel to take refuge in. You immediately Rage. You gain the following template:

- **Size.** You become Large.
- **Alignment.** Your alignment changes to suit the deity that cursed you or the flaw that the deity saw within you (usually chaotic evil). If not confronted by an immediate threat, you rampage in search of a dark, enclosed space such as a tunnel or alley and defend it violently against all who are there or who enter.
- **Armor Class.** Your AC becomes 14 + your Dexterity modifier unless it was higher.
- **Hit Points.** Your hit point maximum triples, and you regain all your hit points.
- **Speed.** Your walking speed increases by 10 feet.
- **Senses.** You gain darkvision out to a 60-foot radius.
- **Brutal Rage.** Your Rage bonus is +4 and it applies to attack rolls as well as damage.
- **New Attack: Gore.** You grow sharp horns and gain a gore unarmed strike that deals slashing damage and uses a d8. It counts as magical for the purposes of damage immunities, resistances, and vulnerabilities. At 5th level, 11th level, and 17th level, the amount of bludgeoning damage your gore deals increases by 1d8.
- **New Action: Multiattack.** Either you make two attacks, or you make one attack and cast a cantrip.

### MAZE HUNTER

**Prerequisite:** Asterion's punishment

Your eyes can no longer adapt to the sunlight and you find comfort in darkness, which no longer seems to be hiding so many secrets.

**Gift.** You gain the following benefits:

- You gain darkvision in a 60-foot radius. If you already had darkvision, you have advantage on Wisdom (Perception) checks that rely on sight in total darkness.
- As an action, you can make a Charisma (Intimidation) check to frighten any number of creatures within 60 feet that can hear you and that you can see or hear. Compare your check result to the DC for each opponent, which equals 10 + the target's Wisdom saving throw modifier. Any of your opponents who can't see you because there is a wall in the way have their DC for this check reduced by 4. Each opponent you succeed against is frightened of you until the start of your next turn and has disadvantage on all ability checks to navigate or track until they finish a short or long rest.

**Stain.** You have disadvantage on Wisdom (Perception) checks that rely in sight while you are in direct sunlight.





## BULL'S RAGE

*Prerequisite: 6th-level character, Asterion's punishment*

You start to share a glaring resemblance with the cursed lineage of minotaurs and their infamous leader, Asterion the Conqueror.

**Gift.** You gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- When you Rage, your head transforms into that of a bull with sweeping horns. When you make an unarmed strike to gore with your horns, you deal piercing damage and roll d8 for damage. You can use these attacks as if they were weapons with the light property, such as for the two-weapon fighting. At 11th level, the die increases to d10. At 17th level, it increases to d12. As long as you are attuned to a magic weapon, you can apply its special properties to these unarmed strikes.
- You have advantage on attack rolls to hit frightened creatures.

**Stain.** You become short tempered and susceptible to provocations, gaining the following drawbacks:

- One of your traits becomes blighted and you gain the flaw "I can't back down from a direct insult, or refuse a duel or challenge."
- You have disadvantage on Charisma (Deception or Persuasion) checks to influence anyone who isn't already friendly toward you.
- The first time you Rage after gaining this feat, your horns become a permanent feature of your body even after the Rage ends. You can still use them for unarmed attacks. They remain even if the curse is broken.

## ASTERION'S MANIA

*Prerequisite: 8th-level character, Asterion's punishment*

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

**Gift.** You gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- Your feet twist into hooves and your speed increases by 10 feet.
- You are immune to the *maze* spell and you can perfectly recall any path you have traveled. You automatically succeed at ability checks to track or avoid getting lost if the DC is 25 or less.

**Stain.** You gain the following drawbacks:

- Your Rage is permanent. You can't end it willingly, nor does it end when you fail to attack.
- You can no longer Fight the Curse.
- You can't wear or benefit from magical footwear.

## CORRUPTED

The curse of corruption is one of many sources. It can come from a mysterious patron whispering in your ear in a time of need, or a deal offered by some dubious entity. Some have even willed their curse of corruption into existence, desperate for power, or simply desperate. And the power promised is considerable ... if one is willing to reach for it.

### A MYSTERIOUS CORRUPTION

A curse of corruption doesn't necessarily need to have an obvious or identifiable source. You might decide to grant one of your players an opportunity to be tempted by the corruption curse by offering them to use one ability with the corrupting trait in a time of need. For example if a player fails a Strength (Athletics) check to pull themselves off a cliff, you could offer them to use the Gift of the Whisper to save themselves. If you do so, make sure the player understands that this is an offer to be accepted or refused, and likely to be granted by an outside entity, so the player can make a somewhat educated decision. If the player accepts the boon, they gain the corruption curse immediately after using the action, and they do not roll a saving throw to resist the curse.

## CURSE OF CORRUPTION

*Curse, consuming*

You find yourself hearing a voice whispering in your ear, promising fortune and power beyond your wildest dreams. But everything comes at a cost. You become corrupted. Your corruption has four stages: pure, tempted, warped and corrupted. Your corruption stage reduces by one step in the following circumstances:

- you finish a long rest
- you gain inspiration from an ideal or bond
- you succeed at the saving throw to use the Fight the Curse downtime activity

If you use a corrupting action while your corruption stage is corrupted, you must succeed at the curse's saving throw or your curse Manifests.

**Saving Throw.** Wisdom DC 8 + twice your proficiency bonus

**Gift.** You gain the following benefits:

- When you miss with an attack roll, the voice whispers a weakness in the target's defenses. You can accept its help to get a +5 bonus on the attack roll.



If you are not currently pure, the attack deals extra damage according to your current stage of corruption: 1d4 if tempted, 1d6 if warped, or 1d8 if corrupted. Your corruption then increases by one step. Once you use this benefit, you can't use it again for 1 minute.

- When you fail an ability check or saving throw, the voice whispering in your head offers guidance and promises success. You can accept its help to get a +5 bonus on the check, which can cause you to succeed instead of fail. After you do, your corruption increases by one step. Once you use this benefit, you can't use it again until you finish a long rest.

**Stain.** You have the following drawbacks:

- While your stage of corruption is at least tempted, your hit point maximum is reduced: by your level if you are tempted, by twice your level if warped, or by triple your level if corrupt.
- One of your traits is blighted and you gain the trait "When frustrated or stymied, I stop to listen to voices no one else can hear."

**Manifestation.** Foul enchantments weave into the minds of all creatures within 30 feet of you. Each of them must succeed at a Wisdom saving throw against your curse DC or be charmed by you. You and every creature charmed this way no longer treat any creatures other than each other as an ally. For as long as they are charmed, the creatures gain access to all the benefits granted to you by this curse and any cursed feats you have. They each must act in a manner which best serves your new goals and ambitions. At the end of each charmed creature's turn, it must make another Wisdom saving throw, ending the condition on itself on a successful save. You gain the following template:

- **Alignment.** Your alignment changes to chaotic evil or another alignment chosen by the GM to suit the enigmatic source of your corruption. Your allegiance now belongs to the source of your corruption, or to your most selfish desires if you are not aware of its existence of intention. You must act according to the ambitions of whichever entity corrupted you; if you do not have an entity to please, you must act in order to serve your own interest and preserve the corruption above all else.
- **Hit Points.** Your hit point maximum is restored while the Manifestation lasts and you regain all your hit points.
- **Resistances.** You gain resistance to all damage.

## CORRUPTED MAGIC

*Prerequisite: curse of corruption*

You might not know how to cast spells, but the whispers do.

**Gift.** You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score and its maximum each by 1.
- You learn a 1st- or 2nd-level spell from the warlock list. You can cast it using any spell slots you have. You can also cast it as an innate spell once. You regain the ability to cast it innately when you finish a short or long rest. Your corruption increases by one step after you cast this spell innately (but not if you cast it using a spell slot). Your spellcasting ability for this spell is the one increased by this feat unless you already had a spellcasting ability.

**Stain.** One of your ideals is blighted. You gain the flaw "I don't help others without imminently expecting payment or other tangible benefit for myself."

## THE COST OF POWER

*Prerequisite: 6th-level character, curse of corruption*

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

**Gift.** You gain the following benefits:

- You deal an additional 1d4 necrotic or poison damage each time you hit with an attack. You choose the type each time you hit. This damage reduces the target's hit point maximum by the same amount for 1 hour. If you are warped, the damage increases to 1d6. If you are corrupt, the damage increases to 1d8.
- You have advantage on saving throws against spells and other magical effects that would not affect you if you were a Fiend and not your original type (such as *hold person*).
- The cost of power gives you pause. As an action, you can focus on an ideal or bond that opposes corruption or beseech a suitable deity to seek absolution when your corruption stage is warped or greater to make a Wisdom saving throw against the curse. If you succeed, your corruption stage decreases by one step, or by two steps if you rolled a 20 on the die. Once you use this benefit, you can't use it again until you finish a long rest.

**Stain.** You gain the following drawbacks:

- You gave room to the corruption, and it has marked you forever. You are forever after treated as a Fiend for the purposes of spells and other magical effects in addition to your other types, even if the curse of corruption is lifted.



- Your corruption stage can never be lower than tempted. It only diminishes at the end of a long rest if you are corrupt (making you warped at the end of the rest).

### PERMANENTLY CORRUPTED

The permanent effects of The Cost of Power, as opposed to other consuming curses, can be reversed. Working with your GM, you might find a way for your character to redeem themselves from falling prey to temptation and completely cleanse the effects of the curse. The act—or acts—of redemption should be in line with your character's moral compass, a character of deep faith would most likely have to redeem themselves in the eyes of their deity, but a neutral character whose loyalty is to their companion might need to redeem themselves in the eyes of the party for example.

### CHARACTERS OF FAITH & CORRUPTION

If you are playing a cleric, a paladin, an acolyte, or another character that is particularly devout, gaining The Cost of Power is a great opportunity to change your deity, tenet and/or cause. While not inherently necessary, the progression towards evil and the morally arguable source of the powers granted by the corruption curse are bound to cause some thematic conflict with a good aligned or righteous character. Work with your GM to determine how you would prefer to handle this inner conflict happening within your character. If you do decide to change your deity or oath, your GM should allow you to revert to your original one in the event of the curse being lifted, although some deities would not take such betrayal lightly and might require a character to prove themselves before granting them their divine favors once again.

### GREATER CORRUPTED MAGIC

*Prerequisite: 8th-level character, curse of corruption*

The whispers tempt you with ever-greater magical power.

**Gift.** You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score and its maximum each by 1.
- You learn a 3rd- or 4th-level spell from the warlock list. You can cast it using any spell slots you have. You also can cast it as an innate spell once. You regain the ability to cast it innately when you finish a short or long rest. Your corruption increases by one step after you cast this spell innately (but not if you cast it using a spell slot). Your spellcasting ability for this spell is the one increased by this feat unless you already had a spellcasting ability.
- If you can cast any spells (not from spell slots) at 2nd level or lower, you can cast them at 3rd level instead.

**Stain.** You can't cast spells that restore hit points or remove conditions unless you are the only target. If you have a limited number of spells known, you can replace any of your spells known that restore hit points or remove conditions.





## POWER OF CORRUPTION

*Prerequisite: 12th-level character, curse of corruption*

You might not know how to cast spells, but the whispers do.

**Gift.** You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score and its maximum each by 1.
- You learn a 5th- or 6th-level spell from the warlock list. You can cast it using any spell slots you have. You also can cast it as an innate spell once. You regain the ability to cast it innately when you finish a short or long rest. Your corruption increases by one step after you cast this spell innately (but not if you cast it using a spell slot). Your spellcasting ability for this spell is the one increased by this feat unless you already had a spellcasting ability.
- If you can cast any spells innately (not from spell slots) at 4th level or lower, you can cast them at 5th level instead.

**Stain.** You can't cast any spell that grants a bonus or advantage to the target unless you target yourself.

## TASTE OF IMMORTALITY

*Prerequisite: 12th-level character, curse of corruption*

You feel impervious to damage, pain no longer cripples you and you become a little more reckless every day.

**Gift.** You have resistance to bludgeoning, piercing, and slashing damage that isn't magical. If you are at least warped, the resistance applies to all bludgeoning, piercing, and slashing damage as well as poison and necrotic damage. If you are corrupt, you have resistance to all damage.

**Stain.** You grow increasingly reckless and dependent on your unholy power. You take a -1 penalty to AC while you are at least warped. The penalty increases to -2 while you are corrupt.

## ONE WITH THE WHISPERS

*Prerequisite: 16th-level character, curse of corruption, The Cost of Power feat*

There is no turning back, as you have fully given yourself to the whispers and embraced their dark gifts.

**Gift.** You gain the following benefits:

- You can use a bonus action on each of your turns to share your corruption with one ally you can see within 30 feet as long as you are warped or corrupt. For 1 minute or until you use this benefit again, the chosen ally gains one benefit of your choice from the curse of corruption or a feat you have that requires it. You grant only a single benefit of your choice this way. The ally's stage of corruption can advance just like yours (including reducing their hit point maximum) and be reduced at the end of long rests or when they gain inspiration from a bond or ideal.

The ally has their own separate limitation on how often they can use a benefit you grant this way (as described in that benefit) and any remaining effect of the benefit ends at the end of 1 minute.

- Your benefits of the curse recharge at the start of each of your turns (but not for allies whom you share the curse's gifts with).
- Innate spells you can cast due to feats that require the curse of corruption can each be used twice between rests and they are cast at 6th level if they would have been lower. This benefit doesn't improve spells you grant allies the ability to cast.

**Stain.** Your stage of corruption never diminishes as a result of a long rest.

## FHEY-TOUCHED

A misstep into a circle while lost in a forest, the partaking of a feast with masked figures, the signing of your name on a glittering contract; one way or another, the fey have laid claim to you and want what's due. This may start with honeyed words and granted powers, but eventually you will begin to lose your grip on yourself and the material plane. Would that be so bad though? Everyone in the fey realm seems so happy...

## FHEY-TOUCHED

*Curse, consuming*

You have had a prolonged exposure to magic from the fey realm, or had an encounter with a fey. The link to the fey realm established, you are granted a small taste of the power it offers.

**Saving Throw.** Wisdom DC 8 + twice your proficiency bonus

**Gift.** You gain the following benefits:

- Your type changes to Fey.
- Choose a cantrip and 1st-level spell from the druid spell list. You can cast those spells and the *dancing lights* cantrip. You can cast the 1st-level spell using this gift once and then must finish a long rest before doing so again. Your spellcasting ability is Charisma. You can change your chosen spells whenever you finish a short rest. When you make this change, you must make a saving throw against the curse. On a failed save, you can't change the choice of cantrip again until you finish a long rest. If you fail by 5 or more, the curse also manifests.

**Stain.** You have the following drawbacks:

- Your vision blurs with glimpses of the fey realm at inconvenient moments. You have disadvantage on Wisdom (Perception) checks using your sight (which applies a -5 penalty to your passive Perception score using vision).



- One of your traits is blighted. You gain the trait “I detest the taste of mortal food—only the purest of water does not offend me and only the food and drink of the fey can please me.”

**Manifestation.** You become a conduit of the fey realm, allowing it to bleed out into the material world through you. Your Manifestation acts as a beacon to fey realm creatures, conjuring creatures of the Fey, Giant, Humanoid (Goblinoid), Monstrosity, or Plant type within 5 feet of you. What creatures appear reflect what fey forces cursed you and your level, as indicated on the table below.

LEVEL	CREATURES CONJURED BY CHALLENGE RATING
1st	Two CR 1/4 (goblin)
2nd	Two CR 1/2 (hobgoblins, satyrs, violet fungi, or worgs)
3rd	Two CR 1 (bugbears, dryads, or death dogs)
4th	Three CR 1 (bugbears, dryads, or death dogs)
5th to 10th	Two with challenge rating equal to half your level (rounded down)
11th or higher	Three with challenge rating equal to half your level (rounded down)

In addition, you gain the following template:

- **Alignment.** Your alignment changes to suit the fey that cursed you (usually chaotic evil or chaotic neutral). You are compelled to take hostile actions toward nearby creatures, typically attempting to play cruel pranks on them or punish them for perceived transgressions against you, against nature, or against the byzantine social rules of the fey courts. If no targets are available, you stealthily hunt for such targets.
- **Armor Class.** Your AC becomes 15 + your Dexterity modifier unless it was higher.
- **Hit Points.** You regain all your hit points.
- **Speed.** Your walking speed increases to 40 feet unless it was already faster.
- **Frightful Aura.** A creature other than your conjured allies that starts its turn within 20 feet of you for the first time during this manifestation must succeed at a Wisdom saving throw against your curse DC or be frightened for 1 minute. At the end of each of the target's turns, it must make another Wisdom saving throw, ending the condition on it on a success.
- **Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

- **Noxious Attacks.** All your attacks are magical for the purposes of damage immunities and resistances. When you critically hit a creature with a weapon attack, unarmed attack, or spell attack, it becomes poisoned until the end of your next turn.
- **New Action: Multiattack.** You make two weapon attacks or cast two cantrips.

## FEY SIDESTEP

*Prerequisite: fey-touched curse*

As the pull of the fey realm gets stronger, your grip on reality begins to slip and you shift erratically between planes.

**Gift.** When you are hit by a weapon attack or unarmed strike, you can use your reaction to teleport slightly to one side. You get a +3 bonus to your AC against the attack, which can make the attack miss. You can use this gift even when you have no reaction left, but if you do you must make a Wisdom saving throw against your curse's DC. On a successful save, you can't use a bonus action or reaction on your next turn. On a failed save, you are stunned after the attack is resolved until the end of your next turn and you can't use Fey Sidestep again until you finish a short or long rest. If the save fails by 5 or more, the curse also manifests at the end of your next turn.

**Stain.** Whenever an ally casts a spell on you, they must roll a d10. On a 1 or 2, the spell has no effect on you.

## SEELIE POWERS

*Prerequisite: fey-touched curse*

You step further into the fey realm to draw superior powers from its essence, gaining some innate fey magic.

**Gift.** You gain the following benefits.

- Increase your Charisma score and its maximum each by 1.
- Choose two 1st- or 2nd-level druid spells. You can cast each of them as an innate spell or using any spell slots you have. Once you cast one of them using this gift, you can't cast that spell again using this gift until you finish a short or long rest.

**Stain.** Your aura begins to radiate with a seelie energy which can be felt even by those who can't see it. You gain the following drawbacks:

- You and creatures within 30 feet of you have disadvantage on Charisma (Persuasion) checks except to influence Fey creatures.
- One of your ideals is blighted and you gain a flaw that reflects the taboos of the fey, such as “Although I might mislead by omission, I can't state a falsehood.” or “I must do a service to repay any gift I accept, even one I take unwittingly.”



## CURSE OF IRON

*Prerequisite: 8th-level character, fey-touched curse*

You know the time has come to leave behind the material plane and join the fey. Your continued existence on the material plane is simply the whim of your fey masters and you exist as an instrument of their will and as a loyal servant of the fey.

**Gift.** You have advantage on saving throws against spells and other magical effects. This advantage doesn't apply against your fey-touched curse.

**Stain.** You are bound by the same taboos that chain the fey, giving you the following drawbacks:

- You add no more than half your proficiency bonus to attacks with weapons made of iron or steel.
- You add no more than half your proficiency bonus to checks with tools made of iron or steel.
- You lose proficiency with all armor except leather, hide, and dragon scale.
- Creatures wearing or carrying iron or steel have advantage on saving throws against spells you cast.

## THE FEY REALMS AWAIT

*Prerequisite: 12th-level character, fey-touched curse*

Your muscles are covered with thick fur, making your skin near impenetrable, but impossible to fit properly under armor.

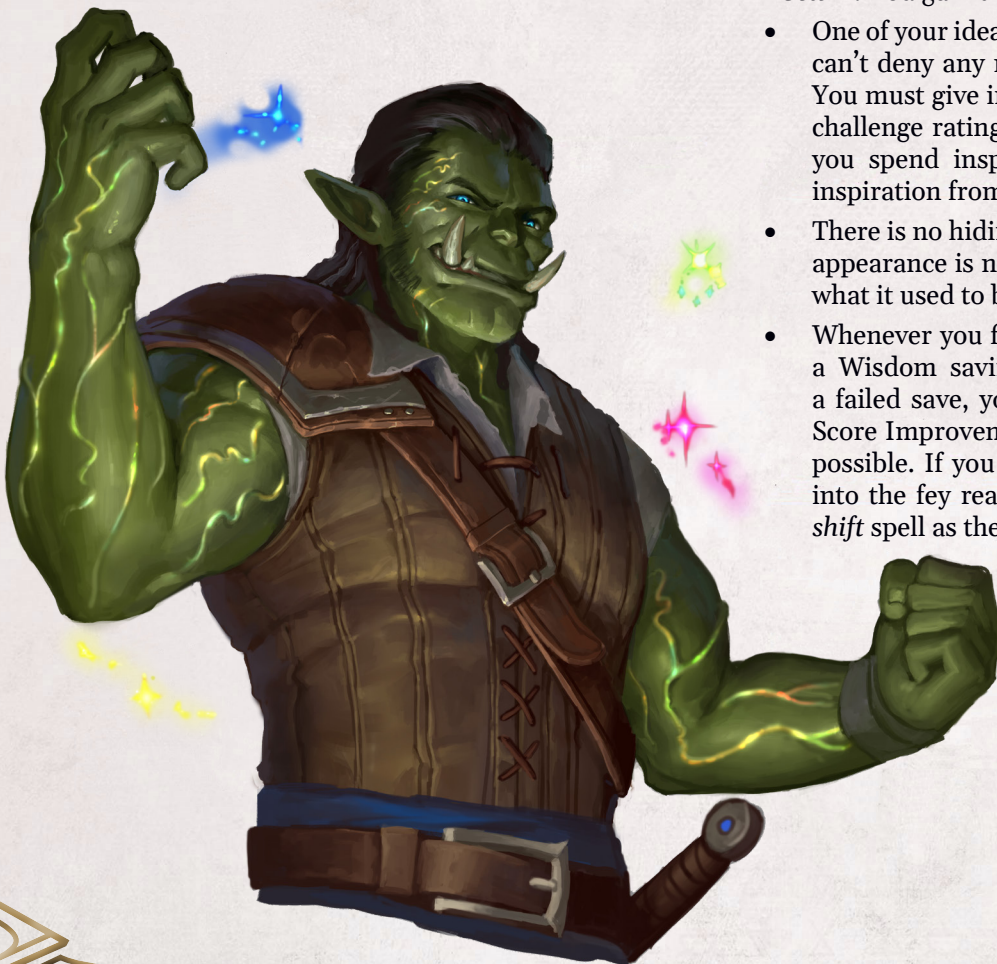
**Gift.** As an action, you can cast a Fey Charm upon one creature that you can see within 30 feet. If the target can see you, it must succeed on a Wisdom saving throw against your curse's DC or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can.

Each time you or your allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, you are on a different plane of existence from the target, or you end the effect as a bonus action. If a target's saving throw is successful, the target is immune to your Fey Charm for the next 24 hours.

You can have no more than one creature charmed at a time. Charming a creature with this gift releases any other creature you have charmed with it. Once you use this gift, you can't use it again until you finish a short or long rest.

**Stain.** You gain the following drawbacks:

- One of your ideals is blighted. You gain the flaw "I can't deny any request made by a Fey creature." You must give in to this flaw if the Fey creature's challenge rating is higher than your level unless you spend inspiration, although you still gain inspiration from giving in.
- There is no hiding your fey nature anymore: your appearance is now a strange and alien version of what it used to be.
- Whenever you finish a long rest, you must make a Wisdom saving throw against the curse. On a failed save, you must replace a feat or Ability Score Improvement you have with a curse feat if possible. If you fail by 5 or more you are pulled into the fey realms as if you had cast the *plane shift* spell as the curse manifests.





# TREANT

Something was out there under the moonless sky and ancient boughs: something old, lonely, and bitter. These are lands untouched by the ravages of progress that subsume those that approach them, and corrupted glens and grottos filled with a primordial hatred for the things that despoil them. You've been touched by something you can barely fathom, and it will have its way...

You have been afflicted with the curse of the primordial wilderness. This will lead you down a path giving you powerful primal abilities; resilient flesh, a stride no root or bush can hamper. But everything comes at a cost...

## CURSE OF THE TREANT

### *Curse, consuming*

Something ancient creeps through you, calling your form to bond forever with the land far from any sign of civilization.

**Saving Throw.** Constitution DC 8 + twice your proficiency bonus

**Gift.** Your body grows sturdy bark across its surface, matching your usual coloration, giving you the following benefits:

- You gain resistance to bludgeoning damage.
- You gain natural armor. Your Armor Class without armor is 16. (If you have multiple ways to calculate your AC, you can choose whichever one you want.)

**Stain.** You have the following drawbacks:

- Reduce your Dexterity score by 2.
- Though strong, the bark on your body is thick with a flammable sap. You have vulnerability to fire damage.
- One of your traits is blighted and you gain the flaw "I can't think clearly around torches, other fires, or fiery creatures."

**Manifestation.** Plant growth explodes forth from you, twisting your body into a massive ambulatory tree that rages at civilization and all unfortunate enough to be nearby. You drop all metal weapons, tools, and armor (other than leather, hide, or dragon scale mail).

You gain the following template:

- **Size.** You become Large.
- **Alignment.** Your alignment changes to suit the primal force that cursed you (usually neutral or chaotic neutral).

If not confronted by an immediate threat, you attempt to destroy creatures carrying manufactured equipment—particularly metal—and any nearby artificial structures. If no such things are present in your surroundings, you start wandering in a random direction determined by the GM, seeking a new target for your destructive obsession.

- **Armor Class.** Your AC becomes 16.
- **Hit Points.** Your hit point maximum triples, and you regain all your hit points.
- **Resistances.** You gain resistance to piercing damage as well as bludgeoning.
- **New Attack: Slam.** Your unarmed strikes are replaced with a natural weapon: a slam attack that deals bludgeoning damage and uses a d10. It counts as magical for the purposes of damage immunities, resistances, and vulnerabilities. At 5th level, 11th level, and 17th level, the amount of bludgeoning damage your slam deals increases by 1d10.
- **New Action: Multiattack.** You make two slam attacks.

## ROOT WALKER

### *Prerequisite: curse of the treant*

You are one with nature and you navigate its twisted roots with ease, while the uneven terrains of crafted work leaves you uneasy and out of balance.

**Gift.** You gain the following benefits:

- Increase your Constitution score and its maximum each by 1.
- Your movement isn't slowed by difficult terrain due to plants, mud, or uneven ground.
- As an action, you can root yourself deeply, becoming one with the root network below any solid surface. While rooted, your speed becomes 0 feet and you can't benefit from bonuses to your speed. At the same time, you have advantage on Strength checks and you gain a root unarmed strike that deals 1d6 piercing damage and has a reach of 30 feet. Uprooting yourself requires succeeding at a Strength (Athletics) check as an action against the curse's DC. Alternatively, you may spend 10 minutes uprooting yourself. A solid metal floor or similarly hard surface wastes your action to take root as they fail to take hold.

**Stain.** The structures of civilization begin to hold an alien quality to you. Attacks to hit you are rolled with advantage as long as you are on difficult terrain in an urban setting or any rubble.



## CLUBBING BRANCH

*Prerequisite: 6th-level character, curse of the treant*

Your limbs grow harder and you grow an extra limb like a tree branch.

**Gift.** You gain the following benefits:

- You roll d8 for your unarmed strikes. You can use these attacks as if they were weapons with the light property, such as for two-weapon fighting. At 11th level, the die increases to d10. At 17th level, it increases to d12. As long as you are attuned to a magic weapon, you can apply its effects to these unarmed strikes.
- Your attacks deal double damage to objects and structures.
- Your new branch can move crudely to block attacks. You can always use it as a shield, giving you a +2 bonus to AC without occupying a hand. (It can't be combined with a shield.) If you are attuned to a magical shield, your branch gains its magical properties instead of the shield.

**Stain.** Your body's constant new growths deform hide and steel alike. You lose proficiency with all armor.

## TREE FORM

*Prerequisite: 8th-level character, curse of the treant, Root Walker feat*

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

**Gift.** You gain the following benefits:

- You have resistance to piercing damage.
- As an action while on any surface a tree could grow through, you can transform yourself into a Large tree. While in that form, your AC is 16 and you are effectively petrified except that you remain dimly aware of your surroundings and can take purely mental actions such as most Intelligence checks. Any firm, solid surface within 5 feet of you such as brick, stone, or wood flooring permanently becomes difficult terrain. You can attempt to end the effect as a bonus action, but to do so you must succeed at a Wisdom saving throw against the curse's DC. On a failed save, your bonus action is wasted and you can't attempt to end the effect again until you finish a short rest.

**Stain.** You gain the following drawbacks:

- One of your ideals is blighted. You gain the flaw "I find metalwork deeply offensive and destroy it whenever I have the chance."
- Your body becomes gnarled and knotted like an ancient tree. This does not hamper you nor cause you pain, but even if your curse is broken, enough of these changes persist to leave the curse's mark on you permanently.





## GROVEBOUND

*Prerequisite: 12th-level character, curse of the treant, Root Walker feat*

As the depths of the natural world call to you, they grant you passage through those it would call your kin.

**Gift.** You gain the following benefits:

- Increase your Strength score and its maximum each by 1.
- You can cast *tree stride* as an innate spell without expending a spell slot. Once you use this gift to cast the spell, you can't use it again until you finish a short or long rest. You can also cast *transport via plants*, but if you do you can't use this gift again until you finish a long rest and you must make a Constitution saving throw against the curse as soon as the spell ends. On a failed save, the curse manifests.
- While you have grown roots using your Root Walker feat, you can use your action to make a Strength (Athletics) check to grapple any number of creatures within 30 feet of you.

**Stain.** You grow dependent on your roots, giving you the following drawbacks:

- When you stay in the same place for 10 minutes, you automatically use your Root Walker feat to grow roots.
- You can't benefit from a long rest if you aren't rooted for as long as you rest.
- When you end your turn not on the ground or climbing a surface on the ground, your hit point maximum is reduced by 10 until you finish a long rest. Your hit point maximum can't be reduced by this stain again until you finish a long rest.



## WOODLAND WARDEN

*Prerequisite: 16th-level character, curse of the treant, Root Walker feat*

You become one with the forest, completing your transformation into a treant.

**Gift.** You gain the following benefits:

- Increase your Strength score and its maximum each by 1.
- You become a Large Plant, replacing your previous size and type.
- You can subsist on sunlight and sinking your roots into soil with no need to eat. You drink water through your roots.
- As long as you are standing on a solid surface and have at least 1 hit point, you regain 5 hit points at the start of each of your turns.

**Stain.** You can no longer go back. The call has taken you and there is no more fighting it. You gain the following drawbacks:

- You can't Fight the Curse.
- You can't eat or drink, including drinking potions.
- You can no longer ride a mount.
- If you would add your proficiency bonus to an attack roll for a weapon other than your unarmed strikes, add only half your proficiency bonus instead.

## WEREBEAST

They had asked you to hunt the creature, a wolf of unusual size and stature. You found the beast, put it down, got the job done. Beast got a few licks in though; left you slightly injured. Nothing you haven't dealt with before. Your injuries have already healed, faster than ever. But you can feel that you've changed. Your senses are sharper, your eyes better in the dark, and your sense of smell, better than it's ever been. That's a good thing... right?

You have been afflicted with the curse of the Werebeast. This will lead you down a path giving you powerful animal-like abilities; sharp claws, increased speed, and powerful resistances. But everything comes at a cost...

### CURSE OF THE WEREBEAST

*Curse, consuming*

The curse that runs through your blood drives your instincts and enhances your senses. You gain a hybrid form combining features from your own body with those of a ferocious animal resembling the one that cursed you, though without further feats you can't access it unless the curse has manifested.



## LYCANTHROPY OR WEREBEAST?

Though many refer to the curse bestowed by a werebeast as “lycanthropy”, it is known by those learned in the subject to be a misnomer, as this term specifically refers to werewolves. However, the terms lycanthropy and lycanthrope have become common use among people, even when their assailants are wererats, weretigers, or one of the numerous other variants.

Established communities of werebeasts can find this generic term insulting and a basis for grievances against common folk who still use the incorrect term. Despite efforts to resolve this specificity, no real headway has been made.

**Saving Throw.** Constitution DC 8 + twice your proficiency bonus

**Gift.** You gain the following benefits:

- You gain proficiency with the Perception skill and either Stealth or Survival.
- You add twice your proficiency bonus, instead of your proficiency bonus, for any ability check using Perception.
- You have advantage on Wisdom (Perception) checks that rely on smell. (When your passive Perception score is used to smell something, advantage instead grants a +5 bonus to your score.)

**Stain.** You have the following drawbacks:

- Reduce your Intelligence and Charisma scores each by 1.
- Your eyes and nose subtly change, turning into a constant reminder of the nature of your bestial curse.

- One of your traits is blighted and you gain a flaw that reflects the urges of a werecreature, such as “I can’t resist any opportunity to feast on raw meat.”
- Your curse manifests under the light of the full moon.

**Manifestation.** You transform into your hybrid form and gain the following template:

- **Size.** You transform into a Large monstrous form, which might resemble an unusually large animal of your curse’s kind or a hybrid of that form and your natural form. Your supernaturally enhanced might gives you advantage on Strength checks and Strength saving throws. You can’t speak or cast spells. You drop your possessions.
- **Alignment.** Your alignment changes to suit the type of werecreature you have become (usually chaotic evil or neutral evil). You are compelled to take hostile actions toward nearby creatures, attempting to locate, kill, and eat any animals that are suitable prey for the animal matching your type of lycanthropy. If none are available, you pursue other prey suitable for the beast you resemble. For example, a werewolf usually hunts and kills a lone humanoid outdoors, whereas a wererat usually stalks, ambushes, and robs an isolated humanoid in a lonesome part of a settlement like an alley.
- **Armor Class.** Your AC becomes 15 + your Dexterity modifier.
- **Hit Points.** Your hit point maximum is doubled and you regain all your hit points.
- **Speed.** Your walking speed increases to 40 feet unless it was already faster.
- **Resistances.** You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren’t silvered.

### CURSE OF THE WEREBEAST

WEREBEAST	ATTACK	MANIFESTATION DAMAGE	MANIFESTATION MULTIATTACK
Arourathrope (Rat)	Bite	1d8 piercing	Three attacks
Gatathrope (Cat)	Claws	1d8 slashing	Three attacks: two with claws and one to bite
	Bite	1d10 piercing	
Arkoudathrope (Bear)	Bite	1d8 piercing	Three attacks: two with claws and one to bite
	Claws	1d8 slashing	
Kaprothrope (Boar)	Tusks	2d6 piercing	Two attacks: one with tusks, and one with a weapon or unarmed strike
Lycanthrope (Wolf)	Bite	1d12 piercing	Three attacks: two with claws and one to bite
	Claws	1d6 slashing	



## HYBRID FORM

WEREBEAST	ATTACK	DAMAGE	SPECIAL
Arourathrope (wererat)	Bite	1d6 piercing	<b>Gnaw.</b> On a hit with your bite attack, you can bite the same target again as a bonus action.
Gatathrope (werecat)	Claws	1d4 slashing	<b>Improved Two-Claw Fighting.</b> When you engage in two-weapon fighting using a claw, you can follow up with a third attack using your other claw. Don't add your ability modifier to this extra claw attack unless it is negative. (If you have the Two-Weapon Fighting option for the Fighting Style feature, you add your ability modifier to the first claw attack's damage but not the second.) Otherwise, you gain another benefit listed on the table for your type of werereature.
	Bite	1d8 piercing	
Arkoudathrope (werebear)	Bite	1d8 piercing	<b>Improved Two-Claw Fighting.</b> See gatathrope, above.
	Claws	1d4 slashing	
Kaprothrope (wearboar)	Tusks	1d8 piercing	<b>Charge.</b> If you move at least 15 feet straight toward a target and then hit it with your tusks on the same turn, the target takes an extra 1d8 slashing damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone. The save DC is 8 + your Strength modifier + your proficiency bonus.
Lycanthrope (werewolf)	Bite	1d8 piercing	<b>Improved Two-Claw Fighting.</b> See gatathrope, above.
	Claws	1d4 slashing	

- **New Attacks.** Your unarmed strikes are replaced with natural weapons determined by your type of werereature. All count as magical for the purposes of damage immunities, resistances, and vulnerabilities. A creature you hit with your bite or tusks attack is exposed to your curse and must succeed at a Constitution saving throw against your curse's DC or become cursed. Once cursed, the creature gains the same werereature curse at the first light of the next full moon.
- **New Action: Multiattack.** Your Multiattack action depends on your type of werereature.
- You grow natural weapons that you can use to make unarmed strikes determined by your type of werereature on the table below. You can use them like light, finesse melee weapons, including with the Sneak Attack feature and to make an attack as a bonus action as part of two-weapon fighting.
- You gain natural armor. Your Armor Class without armor is 11 + your Dexterity modifier. (If you have multiple ways to calculate your AC, you can choose whichever one you want.)
- Triple your jump distance.

**Stain.** Reverting to your natural form after using this feat's gift is an action and requires a successful Wisdom (Insight) check with a DC equal to your curse's DC. You have disadvantage on this check on any night of the full moon. On a success, your transformation ends. On a failure, you remain transformed until the end of your next long rest. If your transformation is interrupted by a polymorph spell or other transformation, the change returns when that spell or effect ends unless you finished a long rest in the meantime.

## HYBRID FORM

*Prerequisite: werereature curse*

You can embrace your curse to gain useful animalistic features, blurring the line between where you end and the beast begins.

**Gift.** You can gain the ability to use your bonus action to intentionally transform into a hybrid form combining features of your animal and natural forms. When you do, you gain the following benefits:



## BLOOD HUNT

*Prerequisite: werecreature curse*

The smell of your prey is particularly pungent to you, making it easier to track and kill them.

**Gift.** You can focus in on your quarry, your senses honing in on them blending everything else into the background. When you hit a creature with a melee weapon attack, you can spend a bonus action to mark them as your prey. Until your prey dies, you fall unconscious, or you choose new prey, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks to find your prey and Wisdom (Survival) checks to track your prey. You also have advantage on Intelligence (Investigation) and Wisdom (Insight) checks to study your prey, to check whether a creature is truly your prey despite a disguise, and to study anything your prey has touched or otherwise left its scent upon.
- When you move at least 15 feet directly toward your prey, you have advantage on attack rolls to hit your prey for the rest of the turn.

If you still have not killed your prey by the time you finish a short or long rest, you can voluntarily end this gift's effects. You can't use this gift again until you finish a short or long rest.

**Stain.** You gain the following drawbacks:

- Your sense of smell becomes more dominant. One of your traits becomes blighted and you gain the trait "The smell of blood makes me shake with excitement." You might catch a drifting scent in air and follow it unconsciously, or sniff the air noisily before opening your eyes in the morning.
- You have disadvantage on Intelligence (Investigation) checks, Wisdom (Survival) checks to forage or track, and Wisdom (Perception) checks to find hiding creatures unless you sniff the air intently (which is a clue to those who might suspect you of having the curse of the werebeast).

## BECOME THE BEAST

*Prerequisite: werecreature curse, Hybrid Form feat*

You can push beyond your hybrid form to inhabit the form of a beast, although its mind presses against you all the worse when you do.

**Gift.** You gain the following benefits:

- Increase either your Strength or Constitution score and its maximum by 1 each.

- You always have natural armor. Your Armor Class equals 10 + your Dexterity modifier + the number of werecreature curse feats you possess.
- As a bonus action, you can transform into a beast of the appropriate type for your curse. This is similar to assuming your hybrid form except as described here. Your walking speed increases by 10 feet. You can't cast spells, and your ability to speak or take actions requiring hands are limited to those of the beast. You choose whether to drop your possessions or cause them to meld into your beast form; they have no effect while melded.

**Stain.** You gain the following drawbacks:

- Even when you return to your natural form, you are left with subtle, permanent changes on your body. Not only can observers tell something is unusual about you, but once they realize you are cursed, most could guess which beast your curse is related to. Even if you somehow escape the curse, these cosmetic changes remain—you are forever marked by the beast within you.
- Either your ideal or bond is blighted and you gain a flaw that reflects the interests of the kind of werecreature that cursed you.

## FERAL WEAPONRY

*Prerequisite: 6th level character, werecreature curse, Hybrid Form feat*

Growing larger fangs and nails growing into fearsome claws, you find yourself with natural weapons better equipped to bite and tear at your victims. The curse infuses your attacks, although it is not yet contagious.

**Gift.** You gain the following benefits:

- You gain natural weapons appropriate for your beast form even while in your natural form.
- If you have the Improved Two-Claw Fighting benefit, you can add your ability modifier to the second weapon you use; if you also have the Two-Weapon Fighting option for the Fighting Style feature, you can add your ability modifier to all three attacks. If you don't have that benefit, you deal an extra die of damage with the first unarmed attack you hit with each turn.
- Your unarmed attacks count as magical for the purposes of damage immunities, resistances, and vulnerabilities.



**Stain.** Your nails and teeth are hard and sharp even while in your natural form, making your grin and handshake unsettling and giving you the following drawbacks:

- You struggle with certain tasks that require fine manipulation, such as Dexterity checks using thieves' tools or the Sleight of Hand skill. You have disadvantage on any necessary check when you must do such a task quickly, and the GM might call for a check for you to do certain tasks that normally wouldn't require a check.
- You have disadvantage on Charisma (Deception or Persuasion) checks to influence Humanoids.

### SILVER ALLERGY

*Prerequisite: 12th-level character, werecreature curse*

The curse flowing through you has altered your body; your skin becomes hide but you now feel the sting of silver like never before.

**Gift.** You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

**Stain.** The presence of silver makes you uncomfortable. You cannot bear to touch it, wear it, or wield a silvered weapon.

### ACCURSED BEAST

*Prerequisite: 14th-level character, werecreature curse, Hybrid Form feat*

Whatever you once were is now almost gone, your name is a cautionary tale synonymous with the Curse itself. Wherever you go, the Curse is left in your wake and most of what you were is forgotten.

**Gift.** You gain the following benefits:

- Increase either your Strength or Constitution score and its maximum by 1 each.

- A creature you hit with your bite attack is exposed to your curse and must succeed at its saving throw (against your DC) or become cursed. Once cursed, the creature gains the same Werecreature curse at the first light of the next full moon. The curse also reduces the target's hit point maximum by the damage you dealt until then.
- When you critically hit a creature with any unarmed strike, you deal an extra 1d8 damage and the target's hit point maximum is reduced by the total damage you dealt until the next full moon.

**Stain.** You gain the following drawbacks:

- You are little more than a beast, a creature of violence and instinct. Something inside of you may long to escape the curse, but without help, you never will. Your Hybrid Form becomes permanent. You cannot revert to your humanoid form, nor Fight the Curse anymore.
- You have vulnerability to radiant damage.
- Either your ideal or bond is blighted, and you gain a flaw reflecting the cravings typical to your form of lycanthropy.





## LAST STAND CONDITION

Sometimes, in a story of heroic proportions, a character simply falling unconscious due to physical stress is boring. Heroes defy the odds and get through insurmountable difficulties to complete their quest, even if it means staving off death for just a few more seconds. Last Stand actions allow you to do just that.

This variant rule introduces the last stand condition. This condition is applied to any player character who has just been reduced to 0 hit points, before they fall unconscious. Characters in last stand can only do a few very limited things listed below. For any other purpose than the ability to take last stand actions, a character with the Last Stand condition is at 0 hit points, incapacitated, and not stable.

### LAST STAND

- A character making their last stand falls prone.
- A character making their last stand can't speak above a whisper except as part of taking an action, so they can only be heard by creatures who are adjacent or who succeed at a Perception check against DC 10 + half distance in feet to whispering creature.
- A character making their last stand can only use their action to Search or make an Intelligence check without immediately falling unconscious.
- The character can't take any reaction or other action except making a Charisma check or an action or reaction listed for their class below, which requires spending inspiration. They fall unconscious immediately after taking such an action or reaction and their last stand ends.
- At the end of the character's turn or when they take any damage, they fall unconscious and their last stand ends.
- When the character's last stand ends because they fell unconscious, they roll their first death saving throw and follow the normal rules for being at 0 hit points thereafter.

### ALL CHARACTERS

Remember, when in a last stand, you can do the following without falling unconscious immediately:

- speak to adjacent characters
- crawl (at half speed)
- use your free interaction with an object
- Search or make an Intelligence check

You can spend inspiration to make a Charisma check as an action or use the special option listed below for your class, but any such action or reaction causes you to end your last stand and fall unconscious after you finish it.

### DEALING WITH A LAST STAND CHARACTER AS A GM

Characters in last stand are often so wounded they could easily be confused with an unconscious or a dead character at first glance, and most intelligent creatures, unless extremely insightful, would consider them out of the fight. When determining if you should have a monster or NPC attack a character during their last stand, consider the question the same way you would an unconscious character.

Alternatively, you can incorporate the slight distinction between last stand and unconscious in the combat dynamic, by making an intelligent creature roll a Wisdom (Insight), Wisdom (Medicine), or Intelligence (Investigation) check when near a creature with the last stand condition as a bonus action or when using the Search action, like a wolf sniffing the body before deciding what to do next. The DC is the last stand creature's passive Charisma (Deception) score.

### CLASS OPTIONS

Every class treats its final moments differently. As such, each class has access to its own unique last stand action or reaction. Instead of using one of the listed options above, a character can spend inspiration to use their class's specific last stand action.

#### BARBARIAN: GO DOWN SWINGING

You may be going down, but you're taking them with you. When you gain the last stand condition, you can spend your reaction to make a melee weapon attack or unarmed strike against a creature. On a miss, you nonetheless deal damage to the creature equal to the ability bonus you add to that attack's damage rolls.

#### BARD: DYING CRESCENDO

You give a final, moving performance inspired by your own ill fate. Roll a d4 for each opponent within 60 feet of you. Each opponent subtracts the result rolled for it from its attack rolls for 1 round. A creature is immune if it can't hear you or if it's immune to being charmed.

#### CLERIC: FINAL PRAYER

You use your last breath to pray your allies don't share your fate. All allies within 30 feet each roll a 1d4 and add it to their next saving throw before the end of your next turn. An ally who succeeds at a saving throw with this benefit also magically regains hit points equal to your proficiency bonus.



### DRUID: NATURE'S RESILIENCE

Calling on nature's protection, you temporarily thicken the skin of your allies. Choose bludgeoning, piercing, or slashing damage. All allies within 20 feet of you have resistance to the chosen damage type except from magical weapon attacks until the start of your next turn. If you are at least 17th level, the resistance also applies to magical weapons.

### FIGHTER: ONE LAST STRIKE

Even bleeding, you're prepared to strike one... more... time. When you gain the last stand condition, you can use your reaction to make a weapon attack or unarmed strike. If you hit and are at least 5th level, the next attack roll on that target before the start of your next turn is made with advantage. Starting at 11th level, instead on a hit the first attack roll against that target each turn is made with advantage until the end of your next turn.

### MONK: MEDITATION

Rather than focus on the battle at hand, you focus on controlling your body. You have advantage on saving throws while your last stand condition persists. The condition lasts until you end your next turn without acting (rather than ending immediately after this action). You can continue using this action up to three times to prolong your last stand condition.

### PALADIN: FINAL DEFENSE

You can choose not to fall prone when you gain the last stand condition, and can move without crawling. Any opponent that makes an attack while within your reach triggers an opportunity attack from you while you are in your last stand. (Your last stand ends after you take the attack.)

### RANGER: SHARED STYLE

Sometimes you need to rely on your allies to get the job done, and you'll tell them exactly how to do it. All allies within 60 feet who can see or hear you get the benefits of your Favored Enemy feature and chosen Fighting Style until the start of your next turn.

### ROGUE: NOT DEAD YET

It's the perfect opening. They think you're done, but not quite. You can make a single weapon attack as if you weren't prone. If the target saw you drop to 0 hit points, you also have advantage on the attack roll and on a miss that qualified to apply your Sneak Attack feature you nonetheless deal damage to the target equal to the number of Sneak Attack dice you have.

### SORCERER: MAGIC UNLEASHED

As the adrenaline of near-death floods your body, you suddenly release the magic within you. Cast a sorcerer spell of up to half the highest slot level you have, rounded down (minimum a cantrip), without expending a spell slot. If the spell you cast isn't a cantrip, you have disadvantage on all saving throws until the end of your next turn.

### WARLOCK: PATRON'S CURSE

You curse a foe with your last conscious breath. Until the start of your next turn, the foe has disadvantage on saving throws and if it was the cause of your last stand condition then the first attack roll to target it each turn is made with advantage until then.

### WIZARD: FOCUSED CANTRIP

You focus your will to unleash all your remaining mental focus on a spell so simple you can manage it even when barely coherent. You cast a cantrip you know on an opponent. Whether or not you affect the target with your cantrip, the target also automatically takes force damage equal to your proficiency bonus.

